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**The
Making of
Sonic 2**

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GP Publications, Inc.

SEGA Guide!

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Welcome
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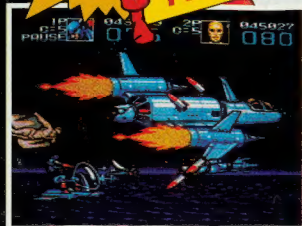
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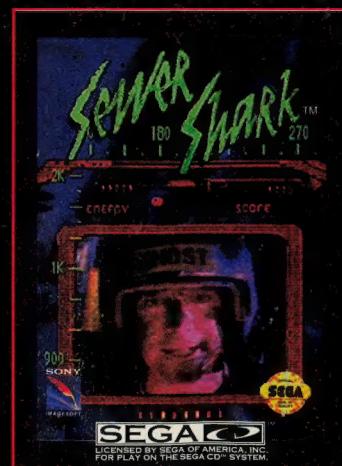
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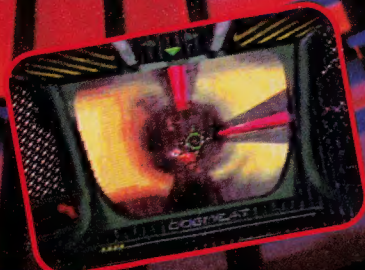
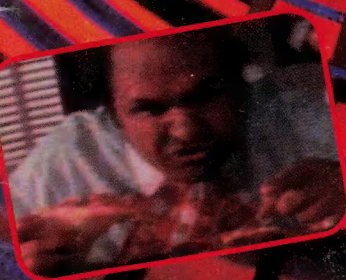
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TABLE OF CONTENTS

Departments

4 EDITOR'S NOTES



Sonic 2 — p. 8

Features

8 Backstage with *Sonic the Hedgehog 2*

It's been more than a year in the making, but *Sonic 2* is finally here! We've got a behind-the-scenes look at the game — and all the work that went into it.

22 Teenage Mutant Ninja Turtles: The Hyperstone Heist

Game-making giant Konami has signed with Sega — and its first project brings the Teenage Mutant Ninja Turtles to Genesis. Get ready for some *serious* Shredder-bashing!

32 Sega CD: Welcome to the Next Level

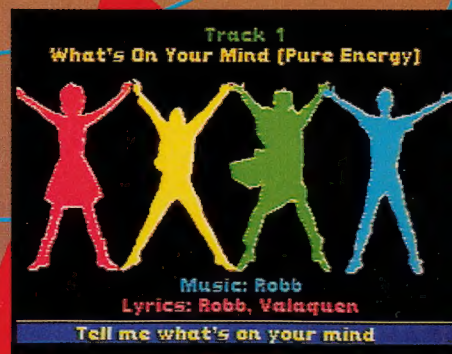
Sega CD is in stores and ready for the holidays. Here's everything you need to know about the next level in video-gaming, from system specs to how it works.

38 Buyer's Guide

The holiday buyer's guide! We played hundreds of Genesis and Game Gear carts, then chose the best of them all. These are our favorites — and we recommend every one of them!



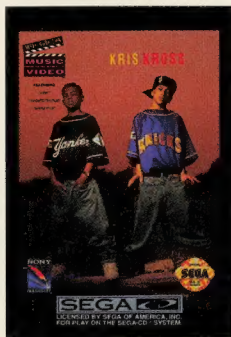
*TMNT:
The
Hyperstone
Heist —
p. 22*



Sega CD — p. 32

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GENESIS • GAME GEAR • SEGA CD

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EDITOR'S NOTES

If you're looking for good games, we've got the buyer's guide for you. This isn't just a round-up of every title on the market — it's our picks of the *best* Genesis and Game Gear carts.

We played hundreds of games, from the first titles available for each system to the very latest, and rated every one on our ten-point scale. We eliminated all the titles that rated a 5 (average) or below, and then we asked ourselves which of the remaining games we felt good about recommending to our readers. After a little arguing and a lot more game playing, we decided on the titles in our buyer's guide.

Most of the titles in the guide rated a 7, 8, 9, or 10 (a few noteworthy 6s made it, too). But in every case, the games in our buyer's guide are titles we recommend — and no matter what your gaming preference, we think you'll find some great games.

We've also got the hot new Konami title *Teenage Mutant Ninja Turtles: The Hyperstone Heist*, a close-up look at Sega CD, and our special behind-the-scenes feature on the creation of *Sonic 2*.

So start tearing through the mag!

— Matthew A. Firme
Editor

TO OUR READERS:

As we continue to refine our coverage of ALL Sega game systems — Genesis, Game Gear, and Sega CD — you'll notice some design changes. For example, next issue you'll see a slightly reconfigured masthead on our cover, one that emphasizes our role in covering the Sega universe. You'll see more changes, too — and as always, we'll continue to give you the best independent Sega coverage in the business.

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For the first time ever, Teenage Mutant Ninja Turtles®-The Hyperstone Heist™ from Konami® plunges the Turtles headlong into the shell-shocking world of Sega™ Genesis™. Dare to take this all new adventure on solo or double dare to duke it out with a partner and



you're in for a ninjitsu jolt of action that'll leave you green! Will all this awesome power go to our heroes' heads? The quick-kicking quartet is on the hot seat again thanks to that mondo master of mayhem Shredder, and this could be Sayonara, dudes. Shredder stole the Hyperstone, a gem with the power to shrink New York City. Now catch that totally bogus bully before he makes the whole world small. Uncool!

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The Turtles Genesis.™



You've got all four majorly hip mutants, so choose whichever Turtle flips your switch. Each has his own bodacious new attack moves to shake down the Shred-heads. Donatello is much more than hot air with his Hurricane Attack and

Raphael's Vacuum Slice really cleans up.

Experience most excellent 3-D effects in a geek fest that never lets up through 5 mondo body-slamming levels. Four levels each have 3 heinous stages to survive and the other is loaded with the most intense new challenges you've ever seen.

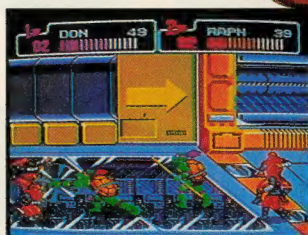


Slug it out in the sewers, do dirty deeds downtown, grind them up on a ghost ship, surf through treacherous ocean waters and even ninja till you drop.

Make it through all this ninja nastiness and Shredder will curse the Cowabunga battle cry.



But then you must face that Duke of Dweebs on his own turf. Hang tough because he'd love to have you at his place for some fried Turtle legs!



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BACKSTAGE With

Jason R. Rich

For over a year now, a team of programmers has been hard at work on a top-secret project — the creation of a sequel to *Sonic The Hedgehog*. These programmers, known as the Sonic Development Team, dedicated themselves to creating the most incredible gaming experience ever — on Genesis, Game Gear, and Sega CD! In fact, *Sonic The Hedgehog 2* became the most intense game development effort in the history of the company.

Dozens of people have spent thousands of hours in preparation for "Sonic 2sday" (November 24, 1992), when *Sonic The Hedgehog 2* was released. The game's official premier included a celebration in New York City, with appearances by celebrities who couldn't wait for the opportunity to try out *Sonic 2*'s new play features.

Recently, Game Players caught up with Sega of America's director of marketing, Al Nilsen, who offered a behind-the-scenes look at the creation of the *Sonic The Hedgehog 2* video games for Genesis, Game Gear and Sega CD.

Birth of a Hedgehog

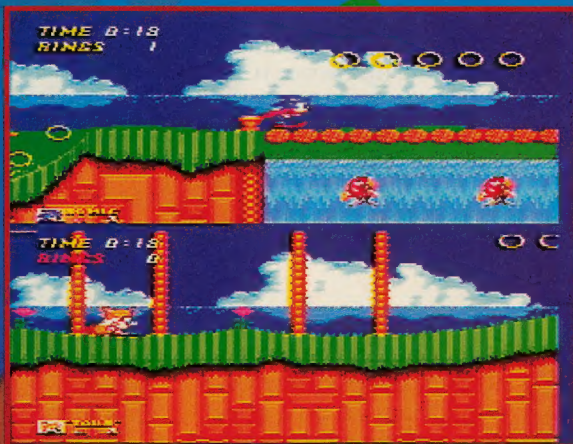
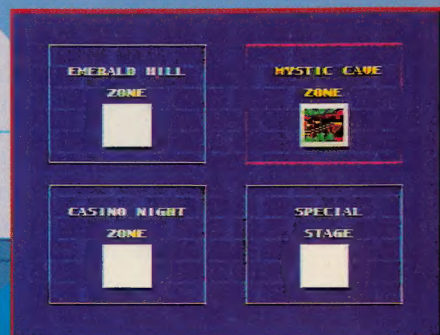
To create the original *Sonic*, Sega hand-picked a team of programmers, who had to develop new programming techniques to obtain the graphic quality and game speed which made *Sonic* the hit it was. And when the time came to begin work on *Sonic 2*, the programmers were once again faced with the challenges of developing a game with all-new features.

"Sega has developed proprietary equipment for our programmers. While PC-based computers are used, we don't talk about our development tools because they're our secret crown jewels," reports Nilsen.

One of the most noticeable new features in *Sonic 2* is the almost three-dimensional back-grounds. "We now have layering capa-



SONIC THE HEDGEHOG 2



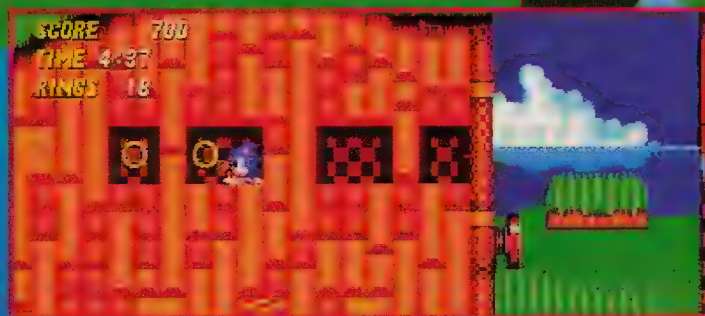
Sonic 2 introduces a unique split-screen two-player mode, where you and a friend can pit Sonic against Tails in a high speed race for rings.



Another new stage takes a cool back-seat view as Sonic and Tails hurtle through a ring-packed tunnel.



For time around, Sonic has a little help in from his new friend Tails. Tails has Sonic's speed, plus a few tricks that are all his own.



As in Sonic's first adventure, you can bet that there are plenty of hidden items and secret rooms just waiting to be discovered! And the new levels are so huge that there's almost twice as much territory to explore!

Sonic now can be propelled diagonally, thanks to these tilted springs. Leaping from one spring to another will often lead to special discoveries.



Hit the pole to continue from this spot if you lose a life. This handy item saves you the trouble of having to back-track.



bilities, which means we can layer different backgrounds on top of each other and manipulate them at different speeds to create a parallax view. Using a special process for selecting colors and drawing backgrounds, we can enhance the special effects which go into making the realistic backgrounds seen in *Sonic 2*."

The characters are then inserted as groups of graphic cells, which are placed over or between the layered backgrounds. "In *Sonic 2*, an extremely high number of individual character cells is used to allow the Sonic character to appear lifelike, and give him the speed and versatility he has in the game."

In terms of *Sonic 2*'s music and sound effects, Nilsen reports that Sega's in-house, state-of-the-art recording studio was used. "We do a lot of stuff using multiple MIDI synthesizers which mimic the sound capabilities of the Sega systems. Sound effects are created in two ways. The first method uses the built-in sound chip of the Genesis. The other method of creating sound effects is to digitize them. The same techniques are often used in motion pictures. These capabilities will be greatly enhanced with the new sound technology built into the Sega CD accessory."

The Sonic Development Team has three major divisions, each creating *Sonic* games for their particular system — Genesis, Game Gear, and Sega CD. Nilsen explains, "Each version of *Sonic 2* is totally different and each team works on its own, although there is some coordination between each development team. We have top-notch game designers, programmers, graphic designers, musicians, and sound effects artists who have all been in the video game business for years. Each team member has his or her own special technical expertise."

One of the biggest technical achievements of the Sonic Development Team was creating the high-speed, split screen feature in *Sonic 2*. Joining Sonic in the sequel is his new best friend, Tails — a young, two-tailed fox who can spin his tails in order to fly.

And although you can still play alone, *Sonic The Hedgehog 2* offers a two-player simultaneous game, in which one person plays as Sonic and the other plays as Tails. In the two-player game,



the screen splits and each player has his or her own view of the action. "It took us six months to create the split-screen effect. We had to take all of the elements of a full screen, and condense them into a half-screen. In essence, we had to double the resolution of the Genesis, using totally new programming and data compression techniques. We've packed an awful lot of data into an 8-meg cart."

Sonic 2 offers all-new challenges, but game play is quite similar to the original game. So, admits Nilsen, if you're a good *Sonic 1* player, with a bit of practice, you'll be a good *Sonic 2* player.

In all, *Sonic 2* for the Genesis offers 10 zones and 23 different stages. "Sure, there were plenty of additional levels which we didn't add to *Sonic 2*, but just wait until you see *Sonic 3*, which is already in development," says Nilsen. "A totally new edition of *Sonic 2* for the Sega CD is also in development. This game will showcase many new features the CD accessory offers. Our goal with each version of *Sonic 2* is for it to show off what our equipment can do. Each version offers different game play."

You'll meet some new enemies in *Sonic 2*. "Extendo is a crab who has a giant arm which he can extend out to grab Sonic. There's also a firefly who's pretty dangerous when he lights up. In all, you can expect to meet 25 enemies, some of whom you've seen before but who now have new powers. There are also over a dozen totally new enemies, like a sea horse who can fly and a crab who has a pinball bumper on his back."

Unlike the original *Sonic*, don't expect to enter a code or password and be able to jump to various levels. According to Nilsen, "There is no level select feature in *Sonic 2*. At the present time, there are no secret passwords that we know of, but there are plenty of tricks which will get you through each stage."

Along with the various versions of *Sonic 2* and the yet-to-be-released *Sonic 3*, you can expect to see Sonic and his friends pop up in other places (and possibly games.) In the spring of 1993, Sonic will appear in an animated television special, which will turn into a daily animated TV series next fall.

The Development Process

When Sega decided to create a sequel to the best-selling *Sonic The Hedgehog*, the first step



Another two new features is the corkscrew bridge. You have to be at full speed when you hit it, or you'll lose your momentum and fall off.



Sonic's arch-enemy, Dr. Robotnik, is back! He'll show up at the end of each zone with all-new tricks. In the first zone, he tries to drill Sonic with his new war tank.



After defeating Dr. Robotnik, remember to free the animals he's taken hostage.

FOOTBALL ACTION SO REAL, IT'S... **BONE-CRUNCHING!**



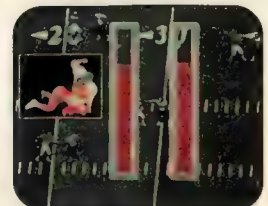
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FOOTBALL ACTION!**



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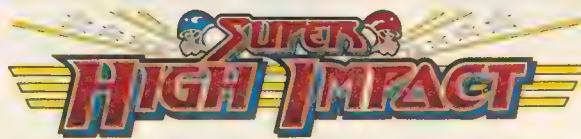


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Stop watching from the sidelines... This is football action so real... it's Bone Crunching!

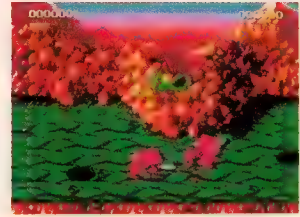
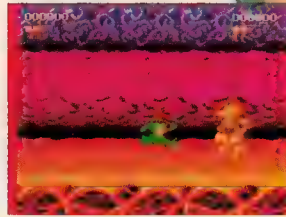


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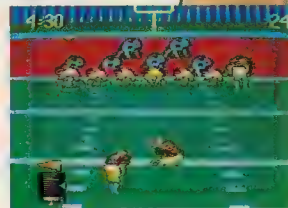
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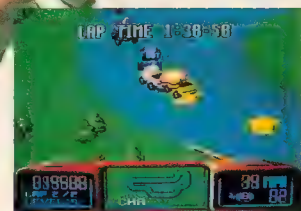
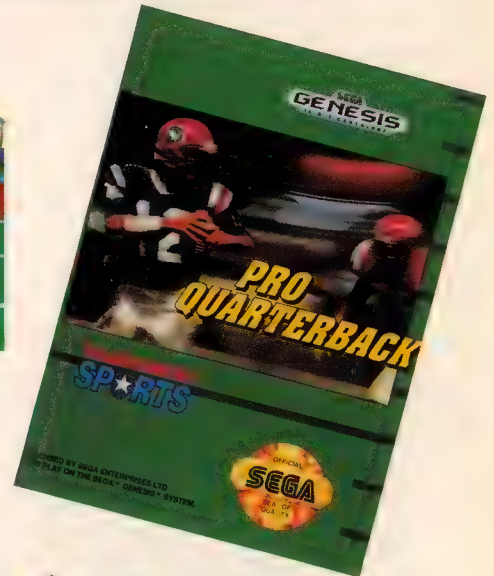
UGH FOR YOU!



When the evil Dark Queen kidnaps both your best buddy and the best-looking girl this side of the Mazallion Star Cluster, what're you gonna do about it? Cry? Hide? Call the Starcops? No way — 'cause you're a BATTLETOAD! So strap on your blaster, fire up the Toadster, and get on down to the Dark Queen's planet — and don't forget to take along the Jet Turbo, the Space Board and the Speed Bike. Because you'll need 'em all if you're gonna rescue your friends and get the frog outa there with your green skin intact!



Lace up your cleats and get ready to play the most realistic football game ever produced! All the hard-hitting action of football comes through in living color, using the digitized images of real players. Every detail of football is right here — from the opening kickoff to the post-game stats. You call the shots, you call the plays... After all, you're a pro now — a PRO QUARTERBACK!



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was to create an initial overview of the game. From here, a more thorough, detailed design was developed. This step involved writing a book-length report describing each character, the game's story, and descriptions of the various levels and zones within the game.

Using the *Sonic 2* script, graphic artists began drawing what each character, background, and zone should look like. Then storyboards were drawn, and these were transferred to computer by a team of programmers.

Six to seven months after the initial game overview, the first playable demo of the game was complete. This demo offered a rough idea of what one or two zones of *Sonic 2* would eventually look like — but without sound effects, music, or final detail. Focus groups were then assembled and asked to play the demo to decide what they did and didn't like.

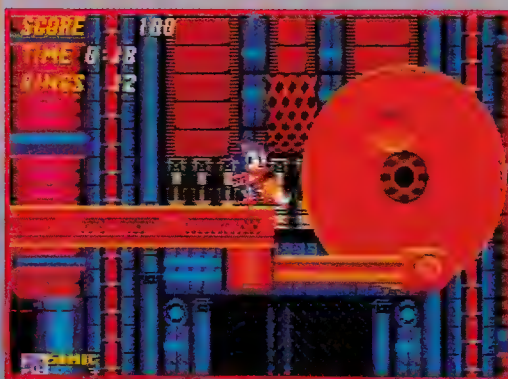
Based on the input from the focus groups, an "alpha-stage" version of the game was created. This was a working model of *Sonic 2*, with all of the acts and zones. At this point, about 80 percent of the actual programming was complete.

Now, the game needed to be fine-tuned. Such things as scrolling speed, character movement speed, the number of lives per game, and overall difficulty were finalized. With much of the game finished, the musicians and sound effects experts began incorporating their expertise and hard work into the game.

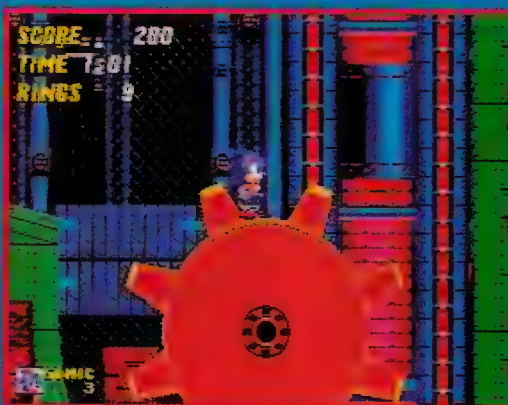
When music and sound effects were added to the alpha stage of *Sonic 2*, and additional programming work was done, a "beta version" of the game was created. This was the complete game — but the program was still loaded with errors in programming, or bugs, which the Testing Department had to locate.

A game like *Sonic 2* goes through hundreds of hours of testing by a team of professional game testers. Often, game play was videotaped so that the errors in the programming could be located easily. When the testing department was finished with the beta version of the game, they compiled a half-inch thick written document, which described each bug in the game program.

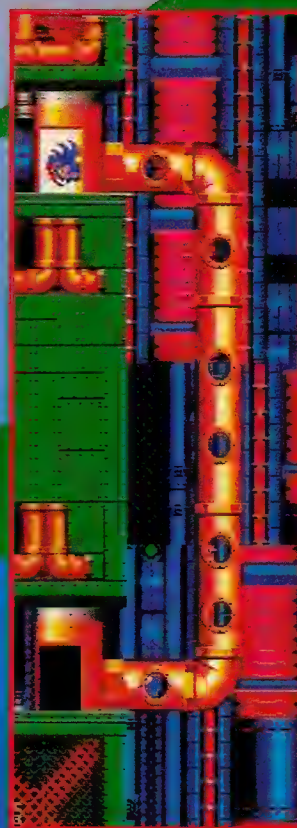
Once the programmers had fixed every error, the game was mailed to a select group of game players who were asked



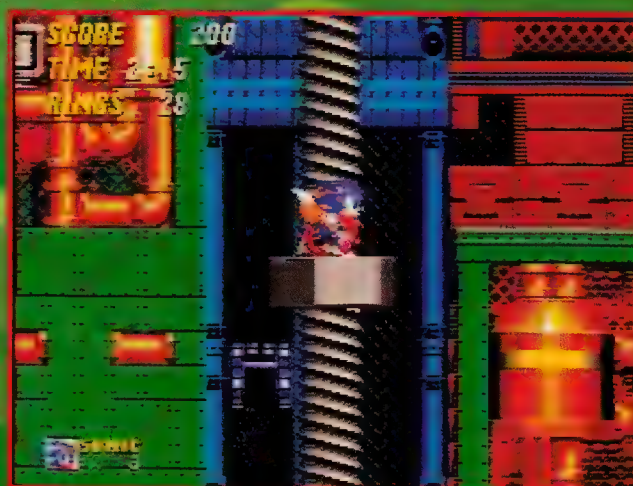
You'll have to cross these huge gears to reach the upper levels of Motropolis Zone. Don't slip — it's a long way down.



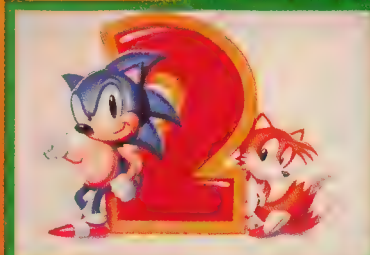
This type of gear is perhaps the easiest to slip off of. Jump quickly before it dumps you into a pit.



This express elevator will take you down to the lower levels in a flash. Just roll up and jump in!



If you stand on top of this nut and run constantly in one direction, you'll get it spinning. Spin it to the right to climb up the bolt, or run to the left to go back down.



"Nice Shot."

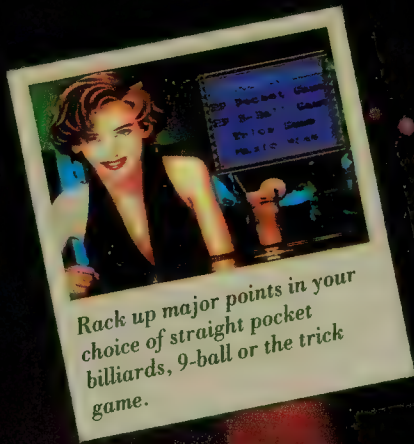
C'mon, sink one more.

Your table's an altar.

So stroke a mean cue.

And don't get caught

behind the eight-ball.



Rack up major points in your choice of straight pocket billiards, 9-ball or the trick game.



Master the arts of Aim, Power and English to run the table and smoke your opponent.



Prove your skill as you pocket 19 radical trick shots that only look impossible.



to test the game and evaluate it in 50 different categories. Based on the feedback, the people who design the game's packaging, manual, and advertisements added the final touches to what would soon be the finished effort.

Once the game was totally complete, a "code release" was created by the programmers. From this, the actual game cartridges were manufactured. This manufacturing process normally takes up to three months, but in the case of *Sonic 2* the process was completed much faster to insure the game would be available by "Sonic 2sday."

So, just over one year after the initial game concept was created, the final game cartridges were shipped to stores — where they can now be purchased!

The main Sonic Development Team includes about 20 people, but over 100 people spent more than a full year creating, testing, manufacturing, and marketing *Sonic The Hedgehog 2* for the Sega video game systems!

The Story

In *Sonic 2*, Dr. Robotnik is back. This time, he's built the ultimate weapon — The Death Egg. It's up to Sonic to free his friends, and then go after Dr. Robotnik and his Death Egg and save Sonic's home planet, Mobius.

To help him get the job done, Sonic has some new moves. Along with his Super Sonic Spin Attack, Sonic can also perform a Spin Dash, which allows him to make giant leaps. He can also travel at different speeds, depending on where he is and what has to be accomplished.

The familiar Green Hill Zone returns in *Sonic 2*, this time called Emerald Zone. But get ready for non-stop, all-new action in Aquatic Ruin Zone, Metropolis Zone, Hill Top Zone, Hidden Palace Zone, Oil Ocean Zone, Dust Hill Zone, Casino Night Zone, Chemical Plant Zone, Neo Green Zone — and finally, Death Egg Zone.

In the Genesis and Sega CD versions, Sonic has the help of his friend Tails. But in the Gear version, Tails is foxxnapped by Dr. Robotnik and must be rescued.

The Genesis version of *Sonic 2* is an exciting combination of old and new characters. In the familiar Emerald Zone, watch for new obstacles

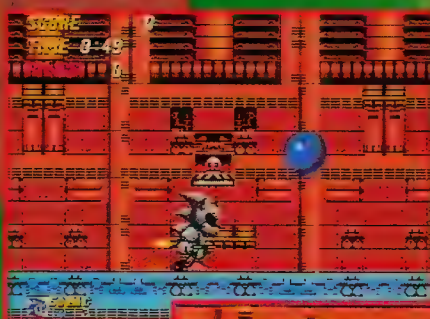


Sonic becomes a proball in the Casino Night Zone. Bouncing off all the many bumpers and figures scattered throughout the stage will earn you big bonus points.

Sonic takes to the trees in the Mystic Zone. You can climb to new areas by taking hold of the vines.

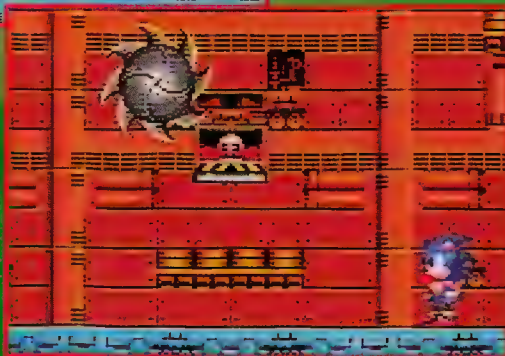


Tails isn't the only one doing new tricks — Sonic can now leap into high speed at a moment's notice by using the Spin Dash.



The only thing that stands between Sonic and Dr. Robotnik in the Death Egg Zone is the evil Robo-Sonic! Wait until he pauses in a corner, then quickly jump into his face twice before he attacks again. Be careful not

to leap over his head and into the razors on his back. You can also attack him when he charges at you.



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and enemy creatures, like monkeys who drop coconuts from the treetops. At the end of Emerald Zone 2, Dr. Robotnik's drill car can be destroyed by bouncing Sonic on Dr. Robotnik's head several times. As you attack, watch out for the drill and try to stay in the center of the screen.

While visiting Chemical Zone 2, be wary of all that purple liquid. If you stay in the liquid too long without air, you'll lose a life. But there are some hidden power-ups in that purple stuff, so go ahead and explore — just be careful! When on land, use the spinning tires to boost your momentum. And be ready to face Robotnik again!

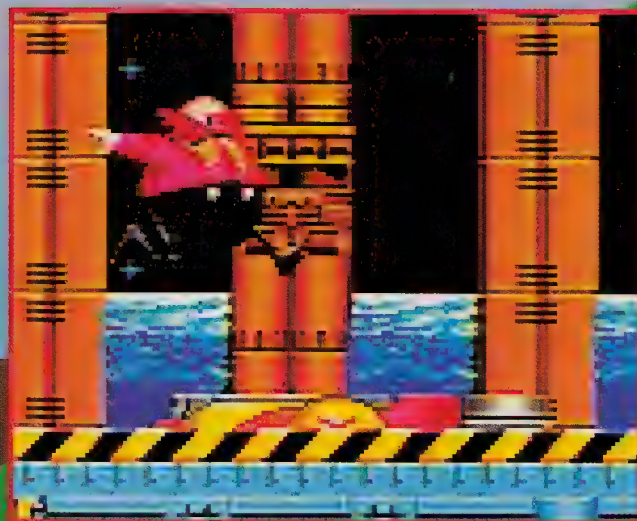
At the beginning of the Aquatic Ruin Zone, watch out for flying arrows and try to stay on dry land. There are a few power-ups under the water, but getting back up to the surface can be pretty tricky. When you meet Dr. Robotnik again in Aquatic Ruin 2, climb to the top of the totem pole using the arrows as steps. Right before Robotnik's vehicle hits the pole with the giant hammer, bounce onto the vehicle. You'll need to hit Dr. Robotnik several times, so watch out for flying arrows.

In the Mystic Zone, watch for fireflies and blue, extending caterpillars. The trick to getting through this zone is to grab the vines that hang overhead. Vines with a green ribbon tied to them will lower log bridges and open pathways when Sonic grabs them.

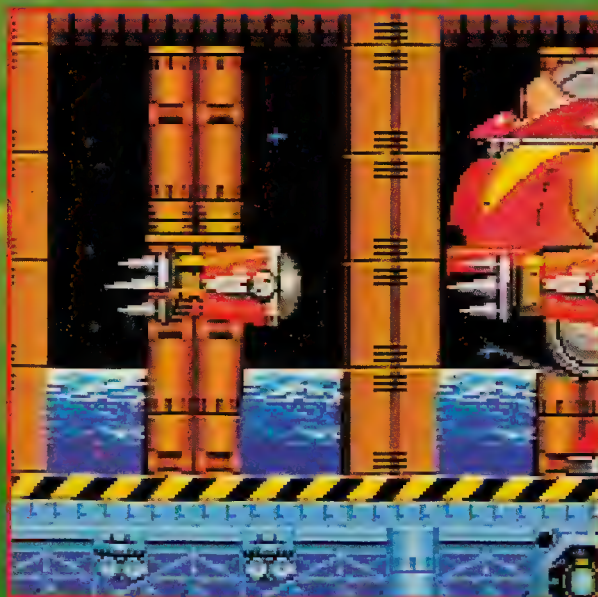
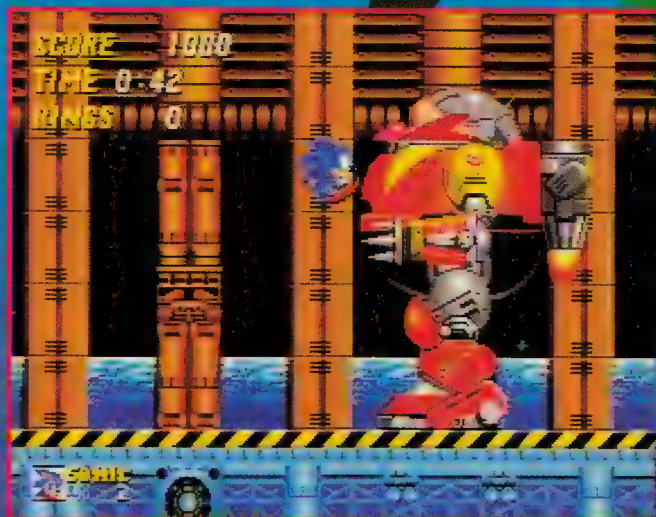
When you help Sonic and Tails find their way to the Metropolis Zone, avoid the giant gears. And often, you'll have to run on a huge nut to move up or down a giant bolt. But be careful — if you go up too high, you might hit a ceiling or metal spikes and lose a life.

But every zone is full of different enemies, new challenges, and unique dangers. If you're going to make it through this game, you'd better start practicing now!

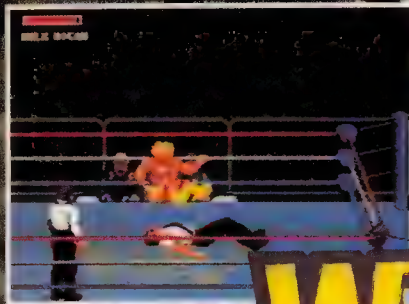
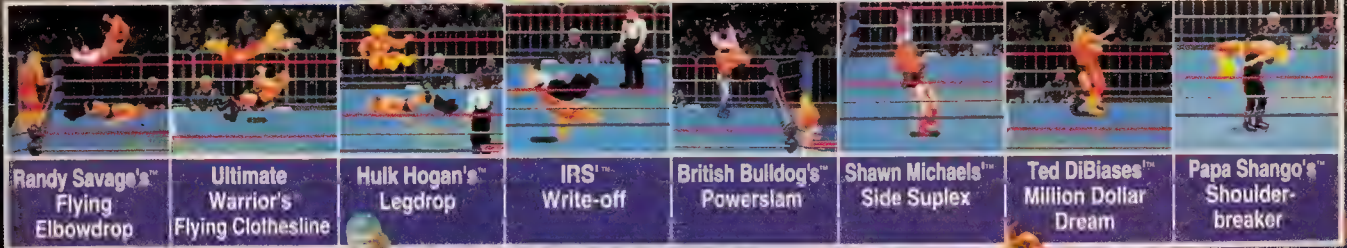
Sonic The Hedgehog 2 offers twice the action, twice the speed, and twice the challenge of the original, with new zones, new enemies, and a great new friend. Are you up 2 the challenge?



Holy cow! It looks like Robotnik's been keeping himself busy during his time off. Does even Sonic the Hedgehog stand a chance against such awesome firepower?!



ALL THE RIGHT MOVES!



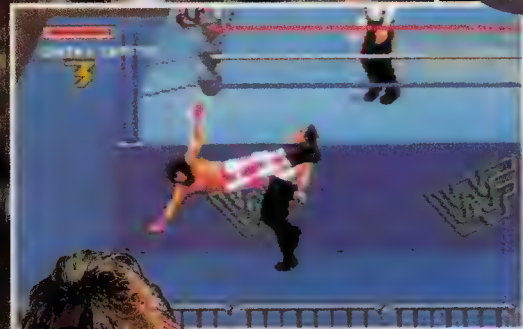
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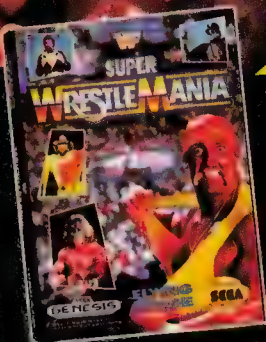
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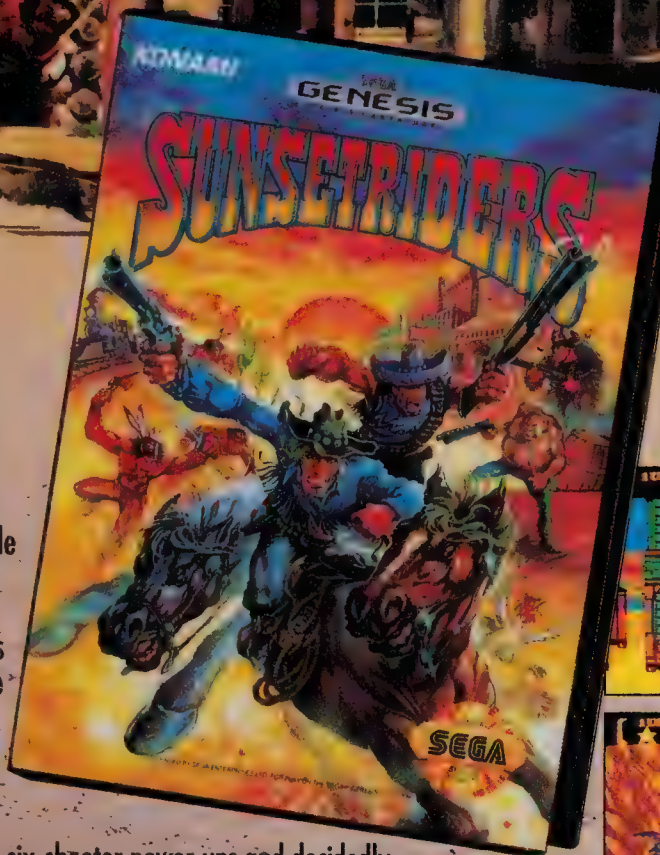
Bounty hunt the frontier's fiercest fiends through treacherous territory including lawless outposts like Reechforem Gulch. The stampede of bad guys will keep one or two tough hombres busy firing fast and furious at cattle thieves, gunslingers, and Indians who have no reservations about attacking.

The trail is littered with extra bounty loot, six-shooter power-ups and decidedly destructive dynamite. Ride your trusty steed through bonus stages that hold survival items more precious than a sack of gold dust. And get a feel for the trigger in the Versus mode where you and your compadre can shower each other with lead. Hot dang, be sure to hitch up with the most rip snortin', knee slappin' blast from the past that ever rode into town!

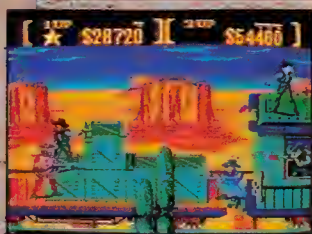
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Comes to Television.

TEENAGE MUTANT NINJA TURTLES THE HYPER STONE HEIST



GENESIS/KONAMI

Cowabunga! Teenage Mutant Ninja Turtles are on Genesis! That's right, Nintendo super-licensee Konami has signed on with Sega of America, and one of the company's first priorities is to bring the Turtles to every Genesis-loving gamer in the country!

In *Teenage Mutant Ninja Turtles — The Hyper-*

stone Heist, an all-new Turtles adventure, the evil Shredder has come back from Dimension X with a powerful new weapon: the amazing Hyperstone. With it, Shredder plans to shrink New York City so small it'll fit on top of a ping-pong table!

Luckily, Splinter and the Turtles were watching April O'Neil's report on TV when Shredder began his

city-shrinking rampage. Now, braving shell-shock and the possibility of pizza deprivation, the Turtles must fight their way past Shredder's assorted mutants (including Rocksteady, Tatsu, and Krang). Cutting a path through walls of Foot Soldiers, the Turtles battle toward a final showdown with the awesomely evil Super Shredder!

— Jeff Lundrigan



Leonardo!



Raphael!



Donatello!



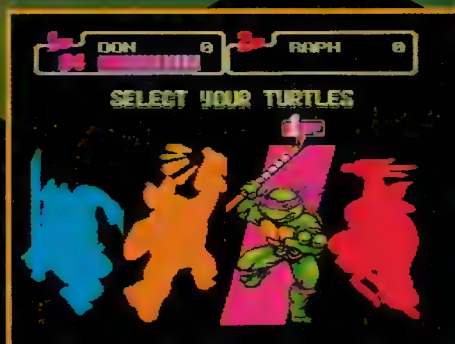
Michelangelo!



W hoo, dude! That evil Shredder is at it again! With the power of the Hyperstone from Dimension X, he's shrinking New York City down to the size of a walnut! The Turtles have got to put him down and take the city back — Turtle style!



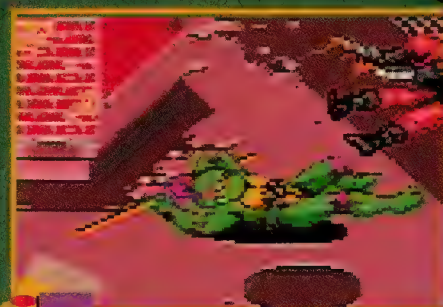
If you're going it alone, take Donatello. His Bo staff has a longer reach than the other turtles' weapons, and it'll give you a mondo-sized advantage against the Foot.



A quick jump kick is a good way to get out of trouble, and take out several Foot Soldiers at once.



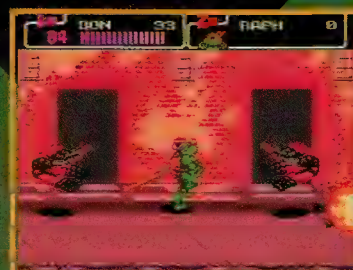
Use a jump kick to get close to the bad guys, then grab 'em and start swinging! Not many Foot Soldiers can survive this kind of treatment! This is a totally awesome move to use when you're surrounded, because as you smash the Foot dude from side to side you'll crush any of his buddies who get in the way.



Each of the Turtles can perform cool attacks while running. Use the Dash button, then cut loose with the moves!



Power Pizzas are scattered



throughout the game. Munch one, and you'll do an incredibly radical flying spin attack. One hit levels any opponent. But the power doesn't last long, so make it count!

The Foot



Blue Ninjas hang near the edges of the screen, then leap forward and slice 'n dice with their katana. Jump-kick to get close, then pulverize them!

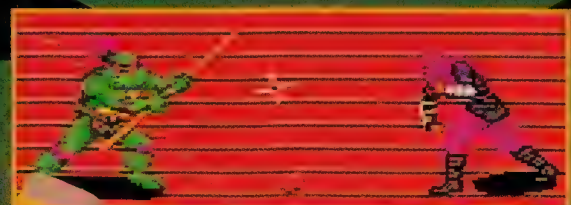


Red Ninjas are everywhere. They're pretty tame as ninjas go — but that doesn't mean they're harmless!



White Ninjas use nunchakus, and they aren't nice about it. Get close and hit them before they hit you!

Orange Ninjas also hang back, then jump high and let loose with a shower of daggers. Stay clear when they're in the air, but let 'em have it on the ground!



Purple Ninjas stay far away, waiting for a chance to hurl deadly shuriken. They're the Foot Soldiers you have to watch for most. Jump-kick to get close, and don't let up until they're gone.

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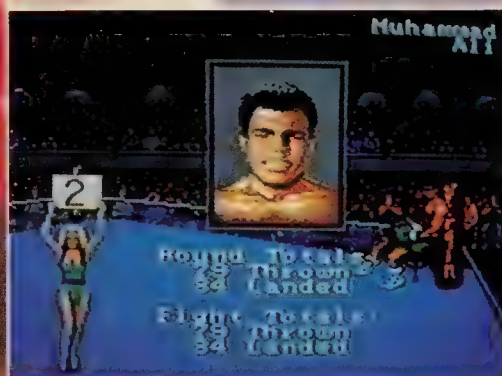
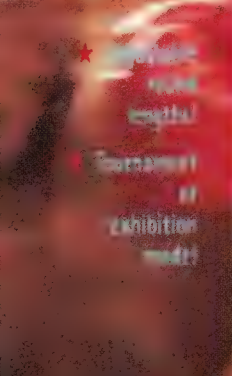


"The graphics are top-notch and include some incredible rotation like you have never seen on the Genesis" ...this cart is a boxing fan's dream. MUHAMMAD ALI'S HEAVYWEIGHT BOXING by Virgin is sure to knockout the competition."

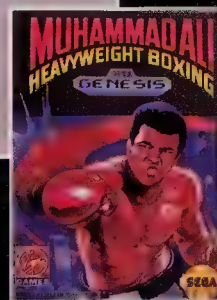
—*Electronic Gaming Monthly*



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Grey Ninjas shield themselves with their tonfa. Jump-kick over them, then quickly turn around and hit them from behind. Way to go, dude!



Fire Ninjas are rare. They're not hard to avoid — just keep out of the way of their flames. These are strictly one-trick ninjas.



Stone Warriors charge in from the side of the screen. Don't let these mean mutants surround you, or they'll pound you into turtleburger! Be especially careful of the ones with guns — jump-kick around the screen to stay out of their way.



Roadkill Rodney robots move fast, and can be tough to hit. Watch out for their electrifying cables and laser beams.



Mousers usually attack in large packs. Stand about two-thirds of the way up from the bottom of the screen, near the right side. Strike right, then quickly zip around and strike left!

In the game's later stages, you'll be attacked from all sides by these smaller, more efficient Rodneys. Stay near the bottom of the screen, and attack off-screen to the right.



Vucky! Swarms of mutants leap out of the water! Stand mid-way up the screen,



about two-thirds of the way over, face left and keep swinging for a righteous mutant massacre!



Leatherhead rules the sewers, but you can show him who's boss! Stand just outside his reach, near the top or bottom of the screen, and keep swinging. He'll walk right into your attacks. Hit him four times, then jump over him to avoid his charge. Turn and do it again!

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You can beat Rocksteady just like you beat Leatherhead: stand at the very top of the screen, hit him a few times, then jump in place to get out of his way. Turn and hit him again. Don't get too close, or he'll kick you — and don't hang too far back or he'll never stop charging!



Tatsu is head of the Foot Clan, and one of the toughest bosses to beat. After you hit him a few times, he jumps to the other side of the screen, flinging daggers all over the place. When he jumps, jump and hold the control pad up or down so you cross the room and avoid the daggers. Concentrate on Tatsu, but smash the Red Ninjas when you get a chance!



Be warned: during Stage 4, "The Gauntlet," you'll have to fight all three bosses all over again. Colossal bumner, dude!



Super Krang is waiting at the end of Stage 4 in his flying Mouser factory. Jump-kick repeatedly to bring him down, pausing occasionally to slap down the mousers he lets loose. No problem!



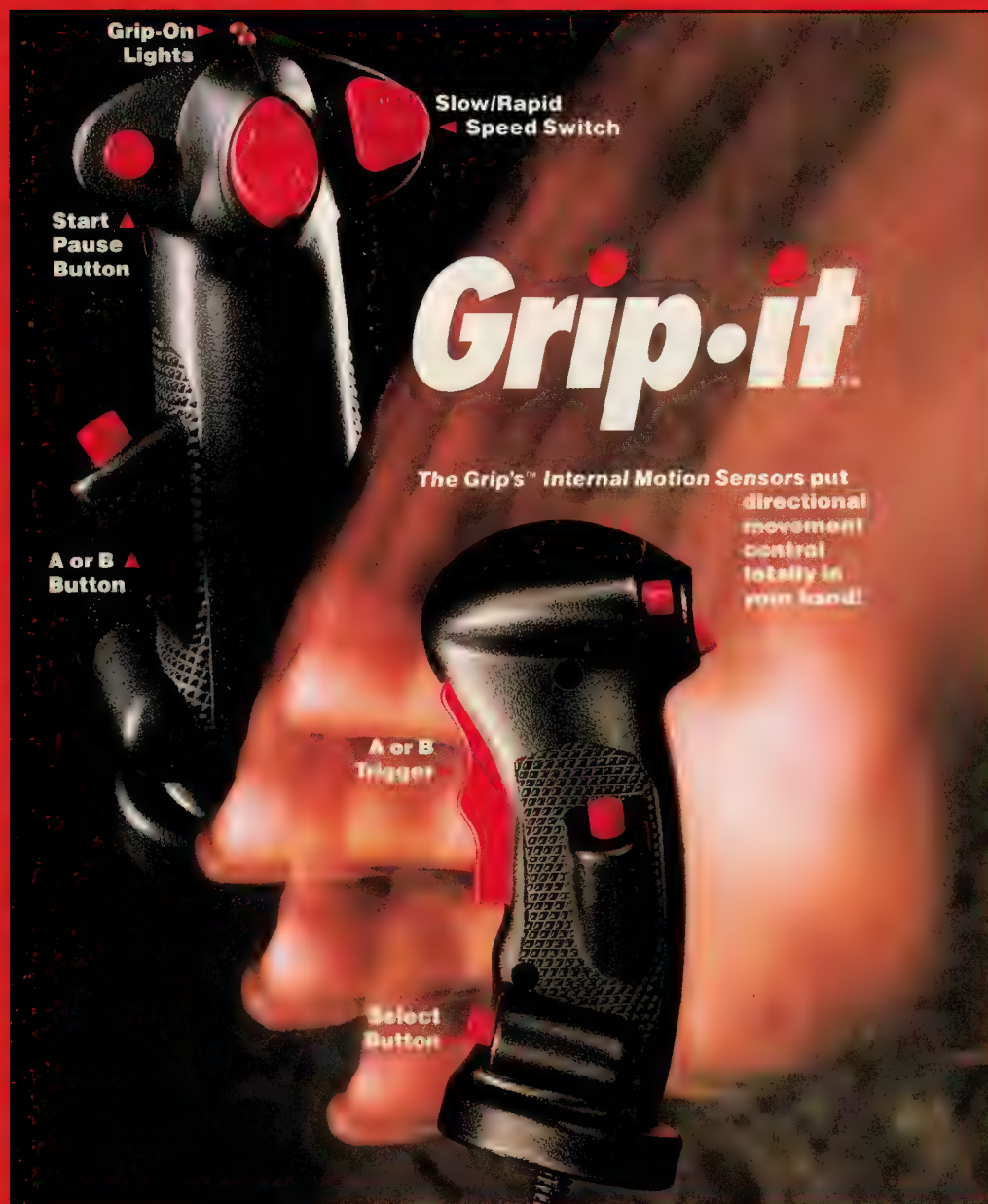
Super Krang looks impressive on the outside, but he's all soft and squishy inside. Stay on top of him and attack constantly — he'll never get a chance to hit back. After he's taken a lot of damage, he launches a mouthful of bombs. Use that jump kick to avoid the explosions.



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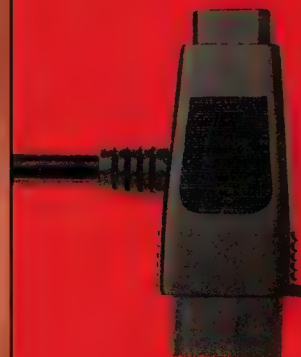
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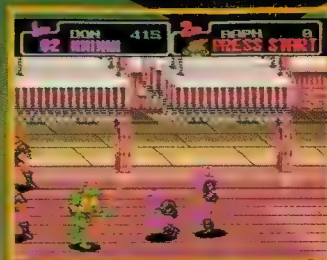
Anti-Turtle Devices



Hang ten, Turtle! Stay close to the middle of the screen, and if you have to move around, use jump kicks — it's the only way to move fast enough!



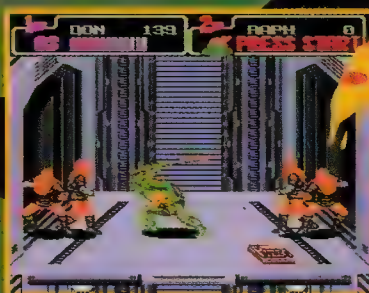
Barrels fall from the sky in Shredder's Hideout. Watch for the shadows, and jump over them before they turn you into a turtle pancake!



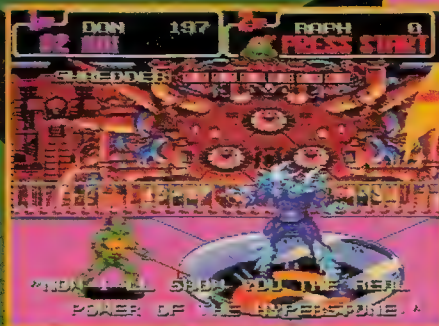
You'll also have to watch for bamboo spikes coming out of the floor, and deadly beams zapping out from the walls. It's enough to make a turtle feel unwanted!



The Technodrome in Stage 5 is equipped with freeze rays that pop up from the floor. Get through this area as fast as you can, and smash any ray guns that pop up near you.



The battle on the elevator to Shredder's lair is a tough one, because there's almost no room to move. Ninjas come from everywhere — including up through the floor!



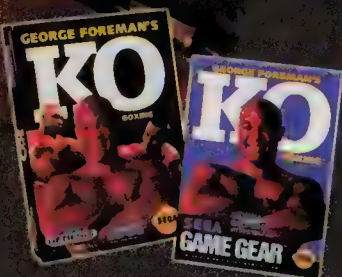
Super Shredder is almost impossible to beat — *almost*. Stay back from him and wait for his flame to die down, then immediately jump-kick into him and hit him as many times as you can. Repeat as often as necessary. Whatever you do, *don't* let him trap you against the right side of the room — you'll get stuck there and *die*, real fast! Cowabunga!

IT'S A KO!

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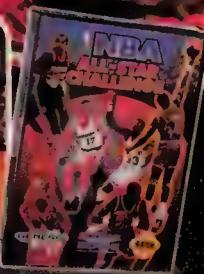
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Here's the Deal...

To introduce the country to Sega CD — the latest advance in video game technology — Sega of America hosted an amazing event on October 15, 1992. For two hours, the world famous Sony Jumbotron electronic television billboard in New York City's Times Square served as the game screen that demonstrated Sega CD to the public.

With Sega CD, now available all over the country, Sega of America welcomes you to the next level of videogaming.

The 7500 square foot Sony Jumbotron is an awesome sight all by itself, but seeing some of the new Sega CD titles on a screen that size was mind-blowing. Mainstream news sources from ABC's *Good Morning America* to *Newsweek* carried the story of Sega's double coup: one of the world's most advanced game systems, premiering on one of the world's biggest televisions.

What makes the Sega CD so advanced? Computer processing power, for one thing. The Sega CD contains a 68000 microprocessor running at 12.5 MHz — and that's faster and more powerful than

many home computers were just a few years ago. When that microprocessor is combined with the Genesis' separate, internal 68000 processor running at 7.5 MHz, you've got a one-two punch that delivers more computing muscle than any other videogame system.

In addition to its processing abilities, the Sega CD has six megabytes of RAM (Random Access Memory) and some specialized computer chips. Among these are custom sound chips featuring eight times oversampling to create amazing stereo sound effects and music. The system also contains a graphic ASIC chip, which gives Sega CD scaling and rotation capabilities. These features will let programmers create high speed, three dimensional graphics never before seen in home video games. And thanks

to new programming techniques, Sega CD can take advantage of its six megs of RAM to generate seamless, full-motion video.

Another major advancement the Sega CD offers is in storage size. Each CD has a capacity of over 500 megabytes. Compare that to cartridge games, where an eight-megabit title is something to brag about!

Selling for \$299.95, the Sega CD is packaged with a \$400 collection of CD games, including *Sherlock Holmes: Consulting Detective*; a four-in-one compilation of Sega's classic cartridge-based titles, including *Revenge of Shinobi*, *Golden Axe*, *Columns*, and *Streets of Rage*; the made-for-CD shoot-em-up *Sol Feace*; an audio CD sampler; and a CD+G (Compact Disc plus graphics) sampler disc. Sega expects to sell upwards of

200,000 Sega CD units by January 1993, and hopes to have sold over 1 million units in the U.S. by December of '93.

Fifteen new Sega



Night Trap

CD titles from Sega of America and its twenty Sega CD licensees hit the shelves around the same time as the Sega CD. By December 1993, the library of CD-based games will exceed 75 titles.

Home Movies

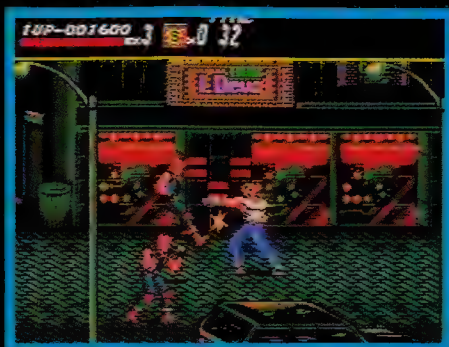
One of the most exciting things about Sega CD is the ability to combine live-action and still video with the interactive qualities of a video game. While a 16-meg cartridge could hold only 15 seconds of live-action video (with no room left for the actual game program), a CD can pack over one hour of video into one disc — and add all the programming needed to make a game. With this new ability to create interactive movies, the overall look of video games may change dramatically.

One current drawback to live video on Sega CD is that the action must be compressed, and only utilizes about 40 percent of the game screen. But as



CD+G — Information Society

Sega CD: Welcome to the Next Level



Streets of Rage

programmers improve data compression techniques, the resolution of the video will improve and the video window will become larger. You can already see these improvements by comparing *Night Trap*, one of the first CD titles to include video, with *Sewer Shark* and the *Make Your Own Music Video* titles. More about these discs later.

Move over Paramount, Warner Bros., and Columbia! Sega has invested over five million dollars to build and operate the Sega Multimedia Studios in Redwood City, California. This is a state-of-the-art movie production facility which allows traditional motion picture and music production to be combined with the latest computer programming techniques to create Hollywood-quality interactive movies. Sega has hired experts from the motion picture, recording, and video game industries to work together on large-

scale, high-budget, interactive productions. In addition to traditional game designers and programmers, Sega will use live actors, actual sets, sound stages, sound effects artists, special effects artists, and motion picture

editors to create video games — some of which will cost well over one million dollars each to produce, and take over a year from start to finish. According to Sega of America's president and CEO Thomas Kalinske, "We're at the beginning of a new era in video gaming technology. On one CD-Rom disc, we could probably put every 16-bit game which we have produced to date. This technology allows us to incorporate live video into the game play experience which will suspend disbelief as players enter the fantasy of these interactive movies. This technology will allow us to expand the video game market enormously. This is the new Hollywood! All of the top game developers in the industry are excited about the Sega CD accessory. Welcome to the merging of Hollywood and Silicon Valley."

Kalinske adds, "With the multimedia power of

Sega CD, we can combine the best of computer graphics, film animation, film movies, music and stereo sound effects into a new form of interactive entertainment. It's so real that it's like being in a movie. People are participants in the cinematic action. I can guarantee you that, as our designers invent more ways to harness the powers of multimedia over the next few years, you'll see interactive versions of every entertainment format on TV, in the movies, or on your audio systems at home. The Sega CD and Genesis combined are the future of video game technology."

Just as the first 16-bit games look primitive when compared to the 16-bit cartridge-based games now on the market, today's Sega CD titles are only the first step in an evolving new format. Kalinske explains, "Over one-third of our employees are engaged in research and development. Because we know that if we're first, our game designers will be delivering second, third, and fourth generation software when our competitors are just starting. Obviously, there's a huge quality difference between a first and a fourth generation game. We believe in being the first, and will maintain our leadership."

Doug Glen, Sega's group marketing director for Sega CD adds, "We started de-

veloping Sega CD four years ago as a collaboration between Sega and Sony. The Genesis system, which began shipping three years ago, was designed to dock with the Sega CD accessory to create an extremely powerful multimedia computer.

"When the Genesis works in parallel processing mode with the Sega CD, in many ways it's like using a 32-bit CPU. The six megabytes of Random Access Memory allow us to have multiple parallel channels of video stringing off the CD. For example, in the game *Night Trap*, as the game player makes a decision about whether or not to zap an enemy, the game can seamlessly switch from one channel to the next so you can't see the splice. All of the possible decisions are stored in RAM. When you make a decision, there is an instant switch with no CD access."

The Games

Olaf Olafsson, president of Sony Imagesoft, was on hand at the Sega CD introduction to demonstrate the line-up of CD-



Sewer Shark



You're so intent on testing the particle accelerator you've invented that you hardly notice the crackling of a not-so-distant electrical storm.

Before you can say SNAP, CRACKLE, POP, a lightning bolt slams through you and your accelerator with deadly accuracy.

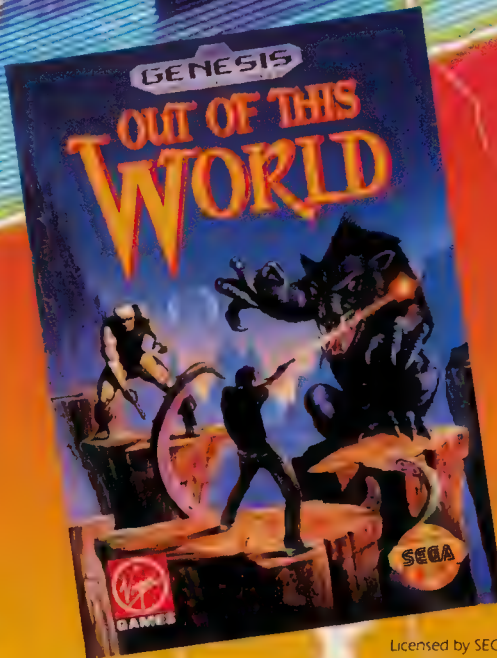
When you finally come to, you have no idea what time or place you're in, but you know you're not safe. Face it you're warped. Unless you want to start calling this place home, you'll need to dodge, outwit and overcome a host of deadly aliens, monster guards and blood-sucking leeches who think you're a delicacy. Now, that shouldn't be too hard for a Whiz Kid like you - right?

Out of This World Features

- Award-winning cinematically styled, rotoscoped animation
- State of the art real-time polygonal graphics
- Continual audio mix of digitized sound effects and musical score



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based titles his company has developed. "We have worked closely with our sister companies, Sony Pictures Entertainment and Sony Music Entertainment, to bring out interactive titles which incorporate the content of movies from Columbia Pictures,



Sherlock Holmes: Consulting Detective

Tristar Pictures, Columbia Television, Tristar Television and our record labels Columbia and Epic Records."

Sony Imagesoft will introduce *Make Your Own Music Video* titles featuring recording artists C&C Music Factory, INXS, Kris Kross and Marky Mark & The Funky Bunch. "These titles fit into a new category of entertainment, which combine peoples' passion for music with their love of video games. In the future, we'll also create games based on the motion pictures *Hook* and *Dracula*. We'll also release the original title *Sewer Shark*."

The *Make Your Own Music Video* packages let you edit raw video footage and audio of real recording artists with dozens of special effects to create your own high-tech, MTV-quality music videos. The music videos you create are then introduced and reviewed by a video jockey. With all the audio, video, and effects available, you can produce just about any video you can imagine.

Sewer Shark features live

actors and incredible action as you hurl through the sewers of a post-nuclear future. With ace tunnel jockey Ghost, your task is to blast the mutant creatures crawling all over the sewers. A computerized droid will offer you



Night Trap

detailed flight instructions, but you'll have to develop your own skills if you hope

to make it out alive. This title was jointly developed by Sony Imagesoft, Sega, and a company called Digital Pictures — a pioneer in incorporating live video into interactive, multimedia games.

Night Trap stars actor Dana Plato, who played Kimberly Drummond in NBC's *Different Strokes*. You'll monitor the strange goings-on at a mysterious home where teenage girls have been disappearing.

In addition to these live-action titles, the Sega CD line-up will feature plenty of the traditional, animated video games — but with terrific new effects. *Joe Montana's NFL Football* (CD edition) offers a 3-D playing field, for instance. And the CD version of *Batman Returns* boast two incredible 3-D driving levels, with simultaneous vehicle and background scaling.

And keep your eyes peeled for the debut of *Sonic* on CD! A special Sega CD version of *Sonic 2* will be introduced sometime in 1993. Sega reports that this game will showcase the latest advancements in CD technology.

"The retail price of each Sega CD game title will be between \$49.95 and \$59.95," says Kalinske. He adds "Once you own the Genesis, you're half-way to owning the com-



CD+G — Information Society

plete Sega multimedia system."

As if all of the new powers and capabilities of the Sega CD weren't enough to satisfy even the most demanding video gamers, Kalinske reports special accessories for use with the Sega CD are currently in development. While Kalinske wouldn't provide much detail, he mentioned that games and accessories involving virtual reality (computer generated worlds in which the player has a 360 degree perspective using special equipment) are in development. "We're working in a number of different directions. At this point, I don't have release dates or prices, so I don't want to promise anything. We are, however, working very hard to bring virtual-reality applications to the home market."

GP

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S12

Buyer's GUIDE

688 Attack Sub Genesis/Sega of America

Originally a best-selling PC title, *688 Attack Sub* is a richly detailed submarine combat simulation. You command the latest in either American or Soviet submarines, patrolling the world's oceans for enemy activity.

The most impressive thing

about *688 Attack Sub* is just how detailed the game is. You'll plot courses, deploy sonar arrays, dive to avoid depth charges—just about *everything* a real sub commander must do! Don't jump into this one expecting a shooter. This is a game of detail, thought, and planning.



Abrams Battle Tank Genesis/Sega of America



Like *688 Attack Sub*, *Abrams Battle Tank* is a Genesis translation of a PC game. And *Abrams* is a simulation in the truest sense of the word. You can maneuver your M1A1 battle tank *anywhere* on a battleground of hundreds of square miles—through valleys, across bridges, you name it! Climb hills to scope out the

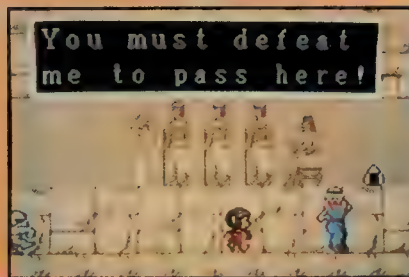
terrain ahead. Use mountains as cover, then sneak out and blast the enemy when he least expects it.

With dozens of different scenarios and difficulty settings, this game will keep you coming back for a long, long time. One of the best available!

Alex Kidd in the Enchanted Castle

Genesis/Sega of America

Alex Kidd, the big-eared hero of four Master System games, is even better on Genesis. Alex journeys through 11 different stages, from prairies and dark forests to the bottom of the sea. And throughout, the backgrounds and characters look terrific. The fiercest enemies Alex meets, even scorpions and mum-



mies, are more cute than scary. Even the bosses are defeated by playing games of paper, rock, scissors.

But don't get the idea that *Alex Kidd in the Enchanted Castle* isn't challenging. It is. But it's a kinder, gentler challenge—and one the whole family will enjoy.

Alien Storm Genesis/Sega of America

Alien Storm is, in many ways, a futuristic update of *Golden Axe*. You play as one of three heroes (or two of three, in the game's two-player mode), and each of you can either attack conventionally, or call in a mega-attack. The difference is that in *Alien Storm*, you attack with ray

guns instead of swords, and your mega-attack is called up with a radio rather than magic.

And like *Golden Axe*, this game looks terrific. The graphics are top-notch, and the action is relentless. If you're into challenging action, this one's worth a look.



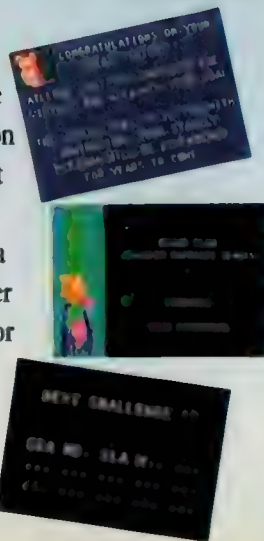


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Olympic gold medal winner Jennifer Capriati brings together some of the best players in the world to challenge you with power serves, baseline thunder, net volleys and exciting point rallies. All the realism of tennis is here, from the skid of a backhand shot past your opponent to the overhead smash for the match. Even create your own players for the circuit tournaments or just a quick exhibition match to build up your skills. And don't forget doubles because teamwork is always important in professional sports. Looking for a great match of tennis? It's right here in Jennifer Capriati Tennis, from Renovation Products for the Sega Genesis system.

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GRAND PRIZE — One (1) all expense paid trip for two (2) to see Jennifer Capriati play in a tournament to be determined by Jennifer Capriati. Also included in the prize is a special meeting and autograph session with Jennifer, plus two (2) Renovation Products T-shirts.

FIRST PRIZE — One (1) free game cartridge from Renovation Products to fifty (50) lucky entrants in the Jennifer Capriati Tennis Champions '93 Contest.

SECOND PRIZE — One (1) free Renovation Products 100% cotton T-shirt to five-hundred (500) lucky entrants.

How To Enter:

To qualify for the Champions '93 Contest, participants must win all four tournaments in Jennifer Capriati Tennis. When a player has won the complete circuit, a champions screen will be displayed with the statement "Congratulations on your great victory!" followed by the closing credits listing the creative designers behind Jennifer Capriati Tennis, plus a special option password. A photo of any of these screens will be accepted as proof of winning the circuits.

To enter, fill in the form or print your name, address, phone number, age and the words "Jennifer Capriati Tennis Champions '93 Contest" on a 3" x 5" card. Then mail your entry form along with a photo of your winning TV screen to: Renovation Products, P.O. Box 641357, San Jose, CA 95164-1357. All prizes will be awarded to qualifying entries in the order they are chosen.

Contest Rules:

This contest is sponsored by Renovation Products and National Mailing Service. Only one entry per person. No purchase necessary to enter. Winners will be notified by mail. Chances of winning are determined by the total number of entries received. Contest ends January 31, 1993. All entries must be postmarked by this date. Only valid in U.S.A. Void where prohibited. Employees of National Mailing Service, Renovation and their families are ineligible to enter. National Mailing Service and Renovation reserve the right to cancel this promotion at any time with appropriate notice. Winners' names and prize information may be used by National Mailing Service and Renovation for promotional or advertising purposes without further compensation.

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Buyer's GUIDE

Alien 3 Genesis/Arena



Arena's adaptation of the hit movie, *Alien 3* finds

Ripley marooned on a prison planet. And as though the murderous con-

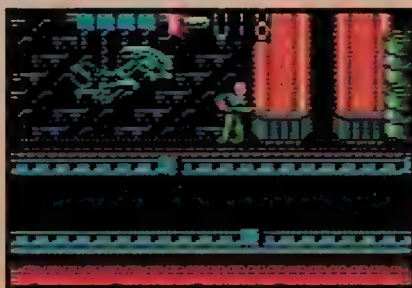
victs she's stranded with weren't bad enough, an *Alien* has managed to cling to her ship and is now stalking the planet. The cart is a kind of action/maze game, as Ripley must search the labyrinthine corridors of the penal colony for hostages as she blasts any Aliens she sees.

The graphics in *Alien 3* are very good, with plenty of slime-oozing Aliens and terror-stricken hostages. But be warned: this is also one of the most challenging games we've seen in quite a while. Getting through it will take a lot of skill!

Alien 3 Game Gear/Arena

You've seen it on the big screen and the TV screen. Now *Alien 3* comes to the small screen — Game Gear, that is!

The Game Gear *Alien 3* has all the gore, challenge, and fun of the Genesis version. Again, you'll scour the mazes of a prison planet looking for your worst enemy — the pesky



Aliens. You must rescue all the hostages on each level before the timer runs out, or all is lost.

Arnold Palmer Tournament Golf Genesis/Sega of America



Arnold Palmer Tournament Golf was the first Genesis golf game, and in many ways it's still the best. The graphics are amazing, and game play is as smooth as a newly mowed fairway.

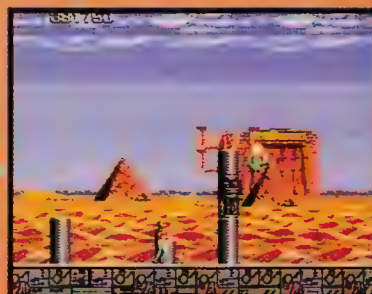
Practice options allow you to play any one hole on any of three

courses until you know it like the back of your hand. Whether you play against a friend or in the game's tournament mode, you'll have to consider factors like wind, lie, and ball placement. And at \$29.95, it's tough to pass up this classic!

Atomic Runner Genesis/Data East

In this great shooter, you don't control a spaceship hurtling from left to right, but a little man. You play as a soldier running through swarms of memorable enemies, leaping high into the air to blast bad guys and grab power-ups, or staying low to attack enemy troopers.

The action is fast-paced and as demanding as you could ask, and the bosses are weirdly unique. It takes a while to get used to controlling this speedy warrior; unlike a spaceship, the *Atomic Runner* feels gravity's pull.



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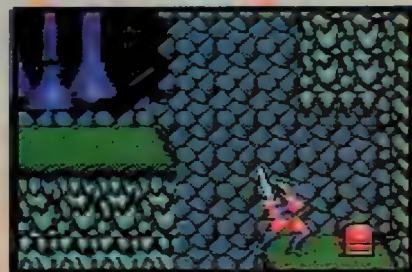
Ax Battler: A Legend of the Golden Axe

Game Gear/Sega of America

Ax Battler, the brawny barbarian of *Golden Axe* fame, brings his battle for the kingdom of Yuria to Game Gear. And this time, he's doing a lot more than stabbing and slashing.

This role-player from Sega is a nice combination of classic RPG el-

ements and action. Ax Battler moves about towns and castles, talking to the inhabitants and looking for clues to help him on his quest. And then he enters a dungeon or other forbidding place, and you must guide him through an arcade sequence!



Ayrton Senna's Super Monaco Grand Prix II

Genesis/Sega of America

Start your engines! If you're a racing fan, *Ayrton Senna's Super Monaco Grand Prix II* is a must. Although there are plenty of other driving games for Genesis, none captures the motion and speed of racing as well as *Super Monaco II*.

With three new Grand Prix



courses designed by Formula 1 champion Ayrton Senna, *Super Monaco II* lets you race some of the most challenging courses in the world. And you'll compete against some great drivers — including Senna himself.

The Simpsons — Bart vs. the Space Mutants

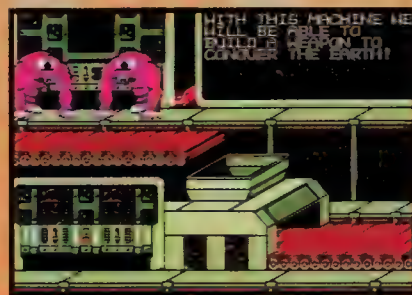
Genesis/Flying Edge

Flying Edge, a division of Acclaim, hasn't been a Sega licensee for long. But the company has all ready scored several big hits, and one of them is *Bart vs. the Space Mutants*.

Springfield has been invaded by Space Mutants, and the creatures are trying to develop the Ultimate Weapon.

But Bart Simpson and the rest of the Simpson clan will do whatever it takes to stop them.

Bart vs. the Space Mutants is a fun, involving game. You'll recognize plenty of characters from the hit TV show, and the game's terrific sense of humor will keep you laughing as you play.



Batman

Genesis/Sunsoft



This cart was originally released only in Japan for the Mega Drive. In fact, one Mega Drive magazine put *Batman* on their cover and claimed you'd never see it on Genesis! Obviously, they were wrong.

Batman was the first Genesis title from Sunsoft, and it quickly became

a best-seller. The game does a fantastic job of capturing the look and feel of Tim Burton's movie, complete with dramatic cinema displays and a battle with the Joker atop Gotham Cathedral. You'll fight your way through the Axis Chemical factory and rumble in the Flugelheim Museum, too!

Buyer's GUIDE

Batman Returns

Genesis/Sega of America

The Bat, The Cat, and The Penguin. They're all here in *Batman Returns*, Sega's video-game version of this summer's box-office hit. You'll have to use every bat device on your bat belt to stop Catwoman and The Penguin.

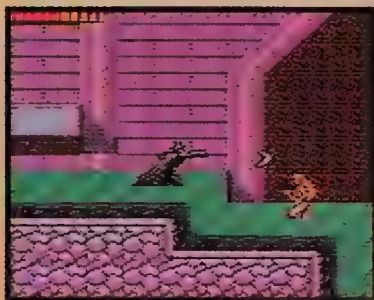
Batman Returns should be one



of the biggest selling carts this holiday season — behind *Sonic 2*, of course. The graphics have the same dark, moody look of the film, and there are plenty of great Gotham backdrops for the action.

Batman Returns

Game Gear/Sega of America



The Game Gear *Batman Returns* isn't a direct translation of the Genesis version. Although the two games deal with the same material, the Game Gear *Batman Returns* is an all-new game.

Batman Returns looks great on the Game Gear. The graphics are sharp and nicely detailed, and the

characters are large. Even if you already have the Genesis version, take a look at the Game Gear *Batman*.

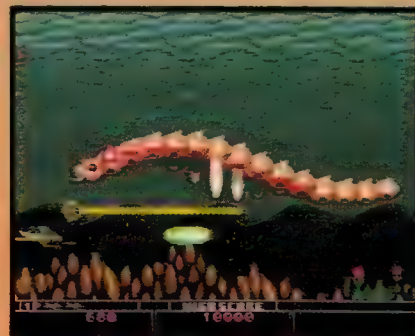
Biohazard Battle

Genesis/Sega of America

This new shooter really shows how far Genesis games have come since the first batch hit the shelves over three years ago. *Biohazard Battle* boasts some of the best Genesis graphics ever, with plenty of on-screen action and some enormous bosses.

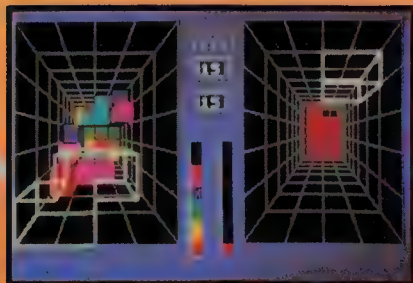
Even the run-of-the-mill enemies are huge, and many scale as

they move toward and away from you. This scaling is the smoothest we've seen in a Genesis game, and adds a life-like quality to the enemies you have to see to believe.



Blockout

Genesis/Electronic Arts



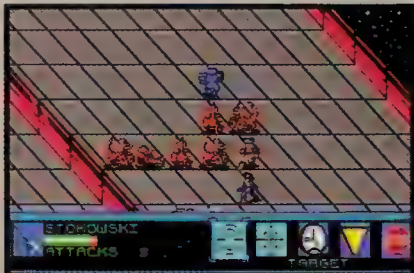
What is *Blockout*? Think of *Tetris*...in 3-D! Yep, in this one you've got to stack three-dimensional blocks as they fall into a rectangular well. When you form an unbroken layer of blocks, that layer disappears.

That third dimension might not sound like much of a change, but it

really makes a difference. Even if you're a *Tetris* champ, you have to develop new ways of thinking to tackle this game. And when you think you've got *Blockout* figured out, you can try one of the tougher block sets, or adjust the size of the well.

Buck Rogers: Countdown to Doomsday

Genesis/Electronic Arts



One thing that sets *Buck Rogers* apart from other RPGs is its combat system. Instead of using still close-up screens, you see each battle from an overhead view. You can maneuver your team to surround enemies, sneak up behind them, etc., adding a

strategic element that's missing in many RPGs.

Each of the game's separate quests is like a game in itself, and together they form a story that's as interesting as the game play.

Bulls vs. Lakers and the NBA Playoffs

Genesis/Electronic Arts

Electronic Arts has established itself as *the* leader in Genesis sports, and *Bulls vs. Lakers* is a good indication of why. With complete team rosters for all the '91 playoff teams, *Bulls vs. Lakers* is one of the most realistic basketball games around. Each player's stats are accurately

represented, and when they hit the court they perform their individual signature moves!

The graphics are sharp and effective, and the game's rockin' soundtrack and nice sound effects add a lot to this already impressive package.



Cal Ripken Jr. Baseball

Genesis/The Software Toolworks

Cal Ripken Jr. Baseball is an impressively realistic baseball game. The players are beautifully animated in almost every action they perform. They field smoothly, they throw accurately, and they run gracefully. But the best thing about *Cal Ripken* is its good, solid game play. Fielders back each other up on plays, and there's a good mix of the different



types of hits — grounders, fly balls, and line drives. The pitcher/batter confrontation is well balanced, too.

Reserve yourself a bleacher seat — this is one baseball game you won't want to miss!

Captain America and the Avengers

Genesis/Data East



Marvel Comics fans will feel right at home with *Captain America and the Avengers*, based on the hit arcade game. Play alone or with a friend, battling evil as Captain America, Vision, Hawkeye, or Iron Man. And as you move through the game,

other superheroes, like Sub-Mariner and Wonder Man, will help you with extra equipment and energy.

Sure to be a big hit this holiday season, *Captain America and the Avengers* is superhero gaming at its best.

Buyer's GUIDE

Chessmaster

Game Gear/Sega of America

As any fan of chess programs can tell you, the *Chessmaster* series for home computers has been one of the most famous and well-respected chess programs around. And now, the power of the *Chessmaster* comes to Game Gear.

Whether you're a beginning player or an expert, *Chessmaster* is



the perfect companion. With features you'd expect only in full-fledged PC chess programs, the Game Gear version can adapt its game to challenge a wide range of players. It can even help you learn the game, providing hints about your best moves.

Chuck Rock

Genesis/Virgin Games



Chuck Rock is a game with a terrific sense of humor. The hero is a stooped, pot-bellied, tiny-brained brute who belly-butts his enemies and scratches himself if you don't keep him in constant motion. And the characters around him are just as comical. Everything about this game, from the graphics to Chuck's

uncultured animations, is tongue-in-cheek.

But *Chuck Rock* is also a bit of a brain teaser, as you need innovative solutions for the puzzling situations Chuck gets himself into. And best of all, the game's as much fun to play as it is to look at.

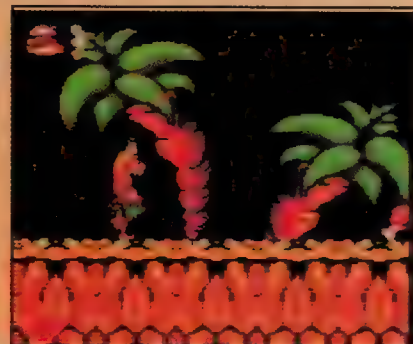
Chuck Rock

Game Gear/Sega of America

Sega of America, knowing a winner when it sees one, snatched up the rights to do *Chuck Rock* on Game Gear. And the good news is that the Game Gear version is just as good as the Genesis original.

All of the character and humor that made *Chuck Rock* a hit on Genesis have been preserved in the Game Gear title. So if you're look-

ing for something fun, challenging, and a little weird, check out *Chuck Rock*.



Clutch Hitter

Game Gear/Sega of America

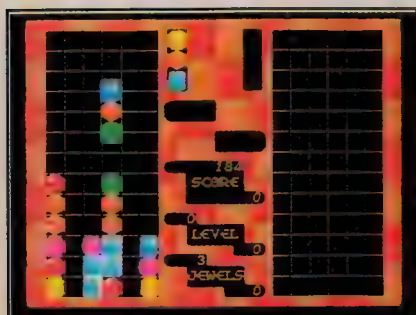


A Game Gear conversion of the popular arcade game, *Clutch Hitter* is making a lot of Genesis owners jealous! We get letters all the time from readers wondering if Sega will make a Genesis version of the coin-op baseball game. And we have to tell them "Sorry, *Clutch Hitter*'s only

available on Game Gear!"

Batting, pitching, and fielding all feel natural. You can sub players, pinch hit, and change pitchers. And with the Gear to Gear cable, you and a friend can go head to head for some unforgettable competition.

Columns Genesis & Game Gear/Sega of America



Columns is a great variation on the *Tetris* theme, emphasizing color over shapes. As vertical rows of three blocks each fall from the top of the screen, you rotate the colors of the blocks. The object is to match three or more blocks in vertical, horizontal, or diagonal rows. When you succeed,

the matched blocks disappear from the screen and those above fall down into the blanks.

The emphasis on color instead of shape seems to require new strategies and skills. The game is different, challenging, and it looks great. A must for all you puzzle fans!

David Robinson's Supreme Court Basketball Genesis/Sega of America

This basketball sim breaks out of the pack with all-new features and an overhead, three-quarter view of the action that lends the game a real 3-D feel.

The game's smooth playability is its strongest point. In some bas-

ketball games, simple tasks are made difficult due to poor game mechanics. In *Supreme Court*, moves that should be simple are simple. No complex button-pushing needed, just careful timing.



Death Duel Genesis/RazorSoft

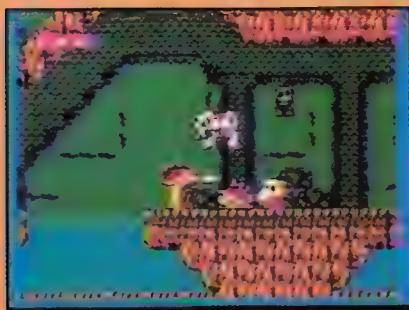
One look at *Death Duel* and you know it could only come from RazorSoft! While the premise — a player's-view, blast-the-bad guys shooter — might be familiar, the action is like nothing you've seen!

You fight against aliens from all over the galaxy, face-to-face in a brutal contest for cash and survival. And as you shoot the alien crea-



tures opposing you, you actually blast their limbs off! This is more than just gore — blowing an enemy's legs off is good strategy, because it leaves him unable to move! Check this one out — you ain't seen nothing like it.

Decapattack Genesis/Sega of America



The hero of *Decapattack*, Chuck D. Head, tends to lose his head...literally. But that's OK, because he has another hidden inside his chest!

Decapattack is one of the best-looking Genesis games around. Chuck runs through level after level

of memorably weird backgrounds, battling equally weird enemies. He can attack either by hurling his head at enemies, or by punching them with the head in his chest. The game is as much fun to play as it is to look at, and each level presents new challenges.

Buyer's GUIDE

Desert Strike: The War in the Gulf

Genesis/Electronic Arts

In this great-looking helicopter shooter, you follow the action from a three-quarter view just above the chopper. You'll fly several different missions, and in each you must destroy several ground targets and

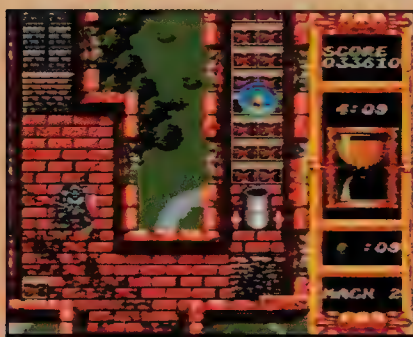
rescue hostages and friendly troops.

The realistic graphics in *Desert Strike* make this title a real stand-out. And it's as challenging a game as you'll find anywhere, yet addictive enough to keep you coming back.



Devilish

Genesis/Sage's Creation



The Genesis version of *Devilish* is a good-looking variation on the old favorite *Breakout*. You control a paddle, and use it to bounce a ball into various objects and demonic enemies. And as you destroy these, you move farther into the game and encounter even more enemies, spooky backgrounds, and bosses.

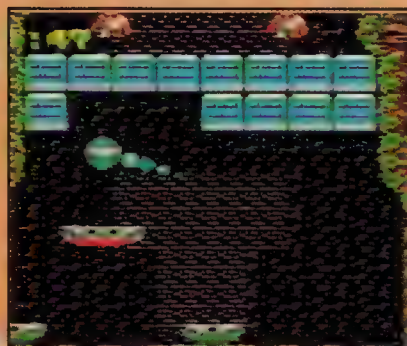
Although obviously based on *Breakout*, *Devilish* takes the concept so much farther that it's an entirely new and unique game in its own right. And the eerie music and bizarre creatures strewn throughout the game really help to make *Devilish* live up to its title.

Devilish

Game Gear/Sage's Creation

The Game Gear version of *Devilish* came out before the Genesis version, and it was on Game Gear that *Devilish* first impressed us. The action is perfectly suited to the small screen, and almost looks more impressive there than on the Genesis.

Everything about this unique title seems to have been thought through from beginning to end. It



combines the strategic elements of *Breakout* with the boss-smashing fun of an action title, complemented by great graphics and sounds.

Dick Tracy

Genesis/Sega of America



Dick Tracy takes you back to the days of Tommy gun-toting gangsters and fearless street cops. You play as Dick Tracy, the most fearless cop of them all.

Between shooting thugs with your pistol and strafing them with a machine gun, *Dick Tracy* has all the

gun play of an entire season of television detective shows. And the bad guys are just as trigger-happy.

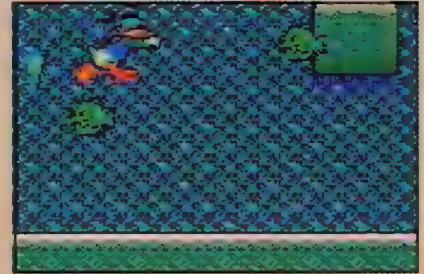
To top it off, *Dick Tracy* is a great-looking game, with all the color and style of the movie. If you don't believe in conserving your ammo, this is the game for you!

Donald Duck Starring in The Lucky Dime Caper

Game Gear/Sega of America

The Lucky Dime Caper is one of the better Game Gear titles available. The graphics are colorful, and nothing short of excellent. Donald sweats during hot stages, shivers during cold ones, turns to ashes when he's burned, etc.

While *Lucky Dime Caper* isn't the most challenging game you're likely to play, it's obviously meant to appeal to younger players. For that audience, it should be just difficult enough.



Dragon's Fury

Genesis/Tengen

Even though pinball machines and video games compete for quarters in the arcades, pinball works very well as a video game. Just about every home system has had a video-pinball game. And now, so does Genesis.

Dragon's Fury from Tengen is one of the better pinball games



around, with great graphics and sound. There are little demons and monsters running all around the table, exploding as you smash them with the pinball. And the game has several bonus areas as big as the main table — all impossible on a real pinball machine.

E-SWAT: City Under Siege

Genesis/Sega of America

E-SWAT is another oldie but goodie. Although it's been around for quite a while, it still stands out as one of the best looking — and most challenging — games for Genesis.

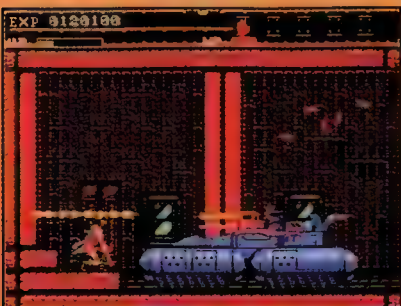
As a member of the Elite Special Weapons and Tactics squad, you're assigned the task of penetrating E.Y.E., a terrorist organization that's causing trouble in your city. As the

game begins, you patrol the streets with nothing more than your police uniform and a pistol. But soon you're given an Ice Suit — a powerful outfit of cybernetic armor that turns you into a walking arsenal.



El Viento

Genesis/Renovation



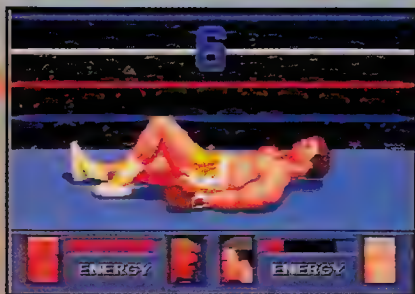
This game takes place in the Roaring 1920's, and pits a boomerang-throwing heroine against a big-time Chicago gangster, who's in cahoots with a secret demonic cult working to restore Hastur the Unspeakable, Lord of the Wind.

Confused? Well, don't worry

about the storyline too much, because *El Viento* is really a good game. Despite the weird plot, this cart's action and many varied locales are enough to keep you gaming happily for hours. Not groundbreaking stuff, but solid and enjoyable.

Buyer's GUIDE

Evander Holyfield Genesis/Sega of America



If you're a fight fan, you're gonna love *Evander Holyfield's "Real Deal" Boxing!*

Designed by the same team that created the PC game *Wide World of Sports Boxing*, *Holyfield* maintains PC-quality graphics but with improved animation. The result is action that's

as smooth as it is attractive.

But it's in the ring that *Holyfield* really shines. The controls are easy to master. And since you don't have to think much about *how* to throw a punch, you spend your time planning *when* to use which punch.

F-22 Interceptor Genesis/Electronic Arts

Proof positive of the power of Genesis, E.A.'s *F-22 Interceptor* comes closer to being a true flight simulator than any video game we've seen.

F-22 features some of the best 3-D graphics yet on Genesis. The animation is smooth, and game speed is adjustable. At its fastest setting, the game runs at a blazing pace.

And *F-22* has so many difficulty settings, weapons options, and other choices that veteran flight enthusiasts and newcomers alike can customize the game for an exciting challenge. This is definitely one to add to your collection.



Forgotten Worlds Genesis/Sega of America



Another golden oldie, *Forgotten Worlds* is a furious one- or two-player shooter that still delivers plenty of action. You fly through the game as a human warrior wearing a jet-pack, determined to rid Earth of alien conquerors.

Each of the game's seven levels has its own unique enemy creatures and surreal backgrounds. Game

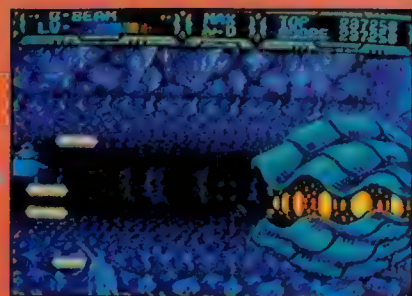
play is very smooth, and there's just enough strategy involved—mostly concerning the use of various weapons, defenses, and power-ups—to keep things interesting.

Gaiare Genesis/Renovation

Gaiare is one of the best shooters, on any system, to come along in quite a while. It takes an innovative approach to the power-up routine by giving you an artificial intelligence module that can attach itself to enemy ships, analyze their weapons, and transfer them to your vessel. In effect, you

steal your enemy's guns!

Gaiare is challenging, even difficult, and certain to challenge the skills of even the best players. The graphics are as sharp and colorful, and the number of different enemies is staggering—but not surprising, since *Gaiare* is an 8-meg game.



Ghostbusters

Genesis/Sega of America

"Who you gonna call?"

There. I got it out of my system.

Ghostbusters is loosely based on the first *Ghostbusters* movie. You can play as one of three Ghostbusters, and your task is to rid the Big Apple of supernatural pests. Each of the game's six levels is full of fun,

spooky enemies — stuff like flying dinner plates and silverware, a huge artichoke, and dancing blobs of ectoplasm. And in the memorable finale, you'll battle the colossal Stay-Puft Marshmallow Man!



Ghouls 'n Ghosts

Genesis/Sega of America



This incredible adaptation of the coin-op *Ghouls 'n Ghosts* is still one of the most popular Genesis titles ever. It's nearly identical to the original in every detail, and offers some of the best gaming available on any system.

You'll face everything from snorting pigmen and scythe-

wielding skeletons to poisonous flowers and fire bats as you journey to Demon's Castle and your showdown with the forces of evil. And just wait until you battle the awesome Loki!

Gods

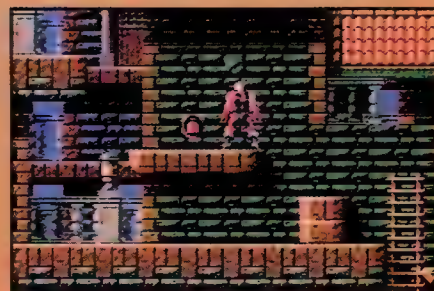
Genesis/The Software ToolWorks

This puzzle-adventure sends you on a quest ordered by the gods of Mount Olympus. Your goal: to reclaim a city long abandoned by the gods, now overrun with unspeakably horrible monsters.

There's a lot more to *Gods* than just killing the incredible assortment of nasties blocking your path. You have to find keys which close or

open trap doors, passageways, and tunnels.

The graphics and animation in *Gods* are first-rate, especially the rich, intricate backgrounds and weird monsters. Add a groovin' soundtrack and you've got one of the best-looking and smoothest-playing games of the year.



Golden Axe II

Genesis/Sega of America

The kingdom of Yuria is in trouble again as this sequel to the Sega classic begins. And when there's trouble in Yuria, you can bet Ax Battler, Tyris Flare, and Gilius Thunderhead will help!

This latest *Golden Axe* adventure looks better than the original, but



maintains the same feel and tough action. There are some all-new villains to battle, too, and fantastic new magic spells to see you through the tight spots.

And if you don't have the original *Golden Axe* yet, here's something to keep in mind: it's a Sega Classic now, and only \$29.95.

Buyer's GUIDE

Hardball! Genesis/Ballistic

Only the second Genesis baseball game, *Hardball!* is still an impressive title. It offers smooth, natural game play, with a pitcher-batter matchup complex enough to allow the "mind games" that are a big part of baseball. The ballpark has realistic dimensions, so you won't



see an unreasonable number of inside-the-park home runs. Solid defense is rewarded, and errors are punished fairly.

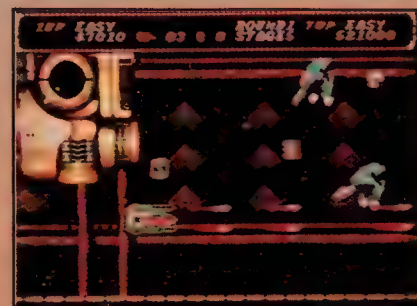
Although the game isn't licensed by Major League Baseball, all the cities in both the American and National leagues are represented.

Hellfire Genesis/Seismic

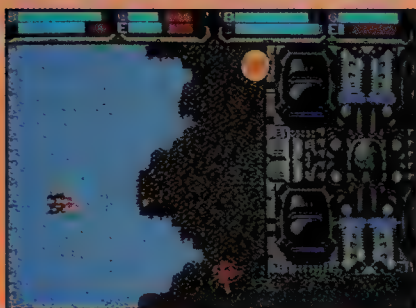
Although it's been around for a while, *Hellfire* still stands up as one of the best looking — and most challenging — Genesis shooters around.

But unfortunately, *Hellfire* and two other recommended titles, *Super Hydlide* and *M.U.S.H.A.*, might be a little tough to find. They were

all made by Seismic, a company that's not around anymore. But a few stores do still carry these titles, and you might check mail-order companies as well. In the case of *Hellfire*, the effort may be worth your while.



Herzog Zwei Genesis/Sega of America



Herzog Zwei stands out as one of the best war games in any format. In some respects it rivals even the best computer games.

A mix of arcade action and detailed strategy, *Herzog Zwei* puts you in charge of a futuristic army of mechanized infantry, naval, and armored troops. Your ultimate goal is to destroy the enemy's base.

Don't expect to get the hang of this one immediately. It'll take a few games (and defeats) to learn all your command options and develop strategies. But once you get the hang of it, this could easily become one of your most-played games.

The Immortal Genesis/Electronic Arts

The Immortal is a combination of role-playing, arcade action, and puzzles that makes for a fun and unique title. You're a wizard's apprentice, searching an eight-level dungeon for your missing master.

The game looks great, although the animation is a bit jerky. And

The Immortal boasts some of the most gruesome deaths in video gaming, from exploding heads to enemies sliced in half from head to toe. Not for the squeamish!



James "Buster" Douglas Knockout Boxing

Genesis/Sega of America

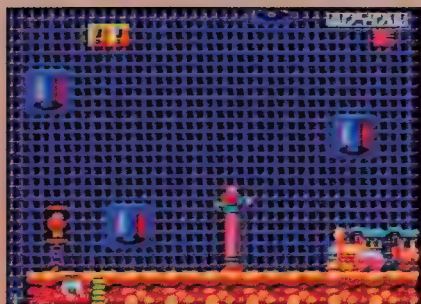
The most impressive thing about *Knockout Boxing* is its potential for real boxing action. You have to fight a smart fight, using defense as well as offense. But you can't rely on defense alone. The game's judges award points the same way real judges do. If you don't fight, you lose.

The game has a few minor shortcomings. It would have been nice to see some new faces, for instance, instead of fighting the same guys over again once you win your first title. And the game sounds could be improved. Still, these points seem minor compared to the game's strengths in the ring.



James Pond 2: Codename Robocod

Genesis/Electronic Arts



While *James Pond* was a pretty forgettable title, *Robocod* is an attractive and very playable game that should appeal to gamers of all ages. As *Pond*, you don a suit of cybernetic armor designed to keep you alive on dry land. Your task is to save Santa's toy factory by retrieving

penguin-shaped time bombs.

The Santa setting makes for some colorful, creative stages. The graphics are top-notch throughout, and the game is just challenging enough to hold your interest.

Jeopardy!

Genesis/GameTek

GameTek's *Jeopardy!* is a terrific recreation of the hit TV game show. You play against two opponents, and either can be controlled by the computer or a friend. Alex Trabek's voice congratulates your correct questions, and gives you the bad news when you're wrong. Even the



set is nicely represented, from the video category board to the podiums where each contestant stands.

Jeopardy! is a real treat, combining the familiar fun of the show with the interactive nature of a video game.

Joe Montana Sports Talk Football '93

Genesis/Sega of America

This awesome 12-meg, NFL-licensed cart has just about every option you could ask for in football game. You can view the action from a sideline view, as in *Joe Montana II Sports Talk Football*, or from overhead as in the original *Joe Montana Football*. There's

even a blimp view, showing the whole field at once.

You can choose from any of the 28 NFL teams, and call real NFL plays. The passing game and play selection system take some getting used to, but the game's many features more than make up for it.



LHX Attack Chopper Genesis/Electronic Arts

The original *LHX Attack Chopper* won our 1990 Game Players award for Best PC Flight Simulation. The Genesis version isn't quite that good, but it's a solid translation of the original.

You can choose to pilot an Apache or the experimental LHX into battle, fighting from Libya to



Southeast Asia and Central Europe. Your choppers are equipped with the latest guns, missiles, and enemy avoidance equipment.

LHX offers a unique control system. You can fly the chopper, and a friend can concentrate on blasting the bad guys.

Marvel Land Genesis/Namco



In this Marioesque adventure set against an amusement park backdrop, you collect items, warp to secret levels, and battle bosses by playing games of skill with them. Attractive backgrounds and smooth scrolling bring the whole package to life.

The action is as lively and smooth as the scenery. A broad

range of special items and clever features provide enough surprises to keep you gaming happily for hours. Although there may be a few tough spots in the game where you'll become *very* frustrated, the lack of violence makes this a good choice for gamers of any age.

M.U.S.H.A. Genesis/Seismic

M.U.S.H.A. stands for Metallic Uni-frame Super Hybrid Armor, which is the suit you'll wear as you hurtle head-first through this great-looking shooter.

You've really got to see *M.U.S.H.A.* to appreciate the depth of the graphics and the level of imagination at work. Most of the

enemies are machine-like but with human appearances — an enemy craft might be shaped like the face of an Oriental goddess.

M.U.S.H.A. is as much fun to play as it is to look at — which is nice, since you'll probably return to this classic shooter again and again.



Master of Monsters Genesis/Renovation

This is a very different kind of war game, in which monsters assume the roles of tanks and infantry, and magic spells take the place of heavy artillery to pound enemies at long range. Played on a traditional hex board, *Master of Monsters* will delight military strategists.



The game does have a few shortcomings. The instructions aren't as helpful as they might be, and the graphics are only average. But the background music is great, and this remains one of the few real military strategy games available to video gamers.

Buyer's GUIDE

Michael Jackson's Moonwalker

Genesis/Sega of America

Moonwalker was a big hit when it was first released. You play as Michael, roaming the MTV-styled streets as you search for kidnapped children. Your on-screen character almost dances through the game, performing glides and moonwalks

just like the real Michael would. A soundtrack complete with hits like "Beat It," "Thriller," and "Billie Jean" rounds out the game's music-video feel.



Mick & Mack as the Global Gladiators

Genesis/Virgin Games

As the Global Gladiators, two rough-and-tumble environmental heroes, you've got to search the world for evil mutants before they can ruin the planet with toxic waste.

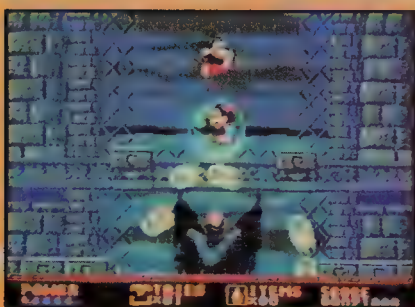
The graphics in *Mick & Mack* are terrific, and the soundtrack is impressive. There are all sorts of slammin' dance tracks and great



sound effects that'll keep you busting polluters and recycling the planet's resources for a long time to come.

Mickey Mouse Starring in: The Castle of Illusion

Genesis/Sega of America



This was the first Disney title for Genesis, and it's still one of the best. You play as Mickey, wandering through a wonderful (but dangerous!) land so colorful and detailed it looks like a real Disney cartoon.

The animation of Mickey himself is especially nice. He walks with a spring in his step, and sways back

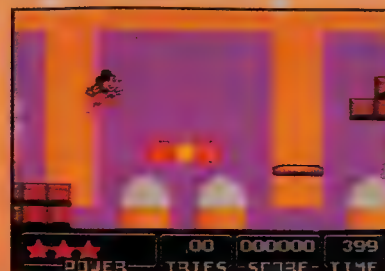
and forth if you don't keep him moving. He leaps, runs, and reacts just as he does in some of the classic Disney cartoons. In fact, *The Castle of Illusion* seems more like an interactive cartoon than a video game!

Mickey Mouse Starring in: The Castle of Illusion

Game Gear/Sega of America

Mickey Mouse Starring in: The Castle of Illusion was really the first game to showcase the potential of Sega's Game Gear system. It retains much of the color, style, and detail that

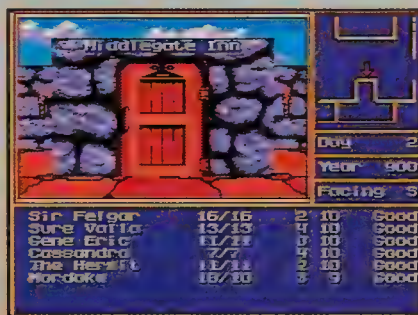
make the Genesis version so impressive, although it's not a direct translation. It's an original game — and as a game, it's fully the equal of its 16-bit sibling!



Might & Magic Genesis/Electronic Arts

A translation of the popular PC role-playing game from New World Computing, *Might & Magic* is proof-positive that the Genesis market is hungry for big, detailed RPGs.

The Genesis version is no watered-down PC game, either. It's just as challenging and enormous as the original, and should dispel any lin-



gering notions that video games are just kid's stuff.

One of the nicest touches in Electronic Art's Genesis version is the inclusion of a big, fat game guide. It contains all the character information, maps, and enemy profiles you could ask for, and even boasts some great full-color artwork.

Muhammad Ali Heavyweight Boxing Genesis/Virgin Games



Developed by the designers at Park Place Productions — the folks who created *NHL Hockey* and other sports titles — *Muhammad Ali Heavyweight Boxing* is a lot of fun.

There are two modes of play. In arcade mode, you simply press the A and C buttons to throw punches. This lets you concentrate on the ba-

sics. In simulation mode, you can also use the directional pad and action buttons simultaneously to really mix it up.

The fighters are a little small on the screen, and it would be nice to be able to customize your brawlers. Otherwise, this is a top-notch game.

NHLPA Hockey '93 Genesis/Electronic Arts

The original *NHL Hockey* won *Game Players* Game of the Year honors for 1991, and *NHLPA '93* is almost as good. You can jump right into the action without having to spend any down-time studying how to play. Raucous sound effects, crisp graphics, and easy-to-follow action all

make this game a winner. And two-player competitive action is definitely the most fun of all.

We miss the ability to hit your opponent as players go to the penalty boxes. Now, a scoreboard blocks your view during these scenes.

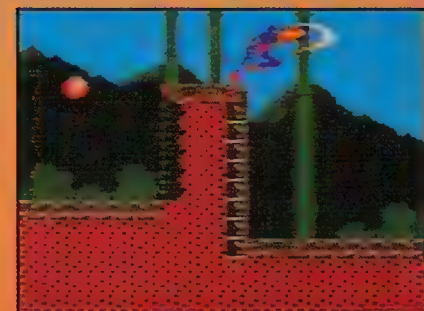


Ninja Gaiden Game Gear/Sega of America

Ninja Gaiden has been one of the all-time favorite fighting games in the arcades, and now Sega brings the action to Game Gear. You guide the main character, Ryu, across and through a number of treacherous levels as he takes on other ninjas and a host of associated enemies. The Game Gear version is actually

closer in look and feel to the arcade title than to the series of 8-bit Nintendo games that have been available.

Ninja Gaiden looks great on the Game Gear. The characters are easy to see, your fighter handles well, and the overall look of the game is great.

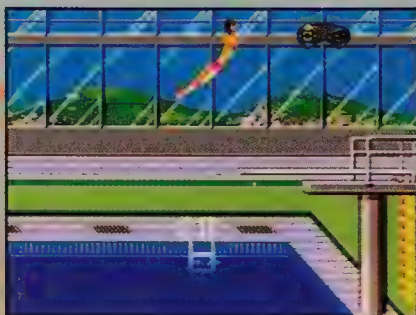


Buyer's GUIDE

Olympic Gold: Barcelona '92

Genesis/U.S. Gold

U.S. Gold has created an excellent Olympics competition game that's a real joy to play. The events include archery, pole vaulting, springboard diving, the hammer throw, hurdles, the 100-meter sprint, and free-style swimming. And unlike so many other games of this type, your participation is NOT an exercise in how fast



you can press the controller buttons.

The training modes for each event are excellent. Up to four players can compete along with as many as 20 computer-controlled athletes representing eight countries from around the world.

This is a game that really does go for the gold!

Olympic Gold: Barcelona '92

Game Gear/U.S. Gold



The Game Gear version of this Summer Olympics game is outstanding, even better than the excellent Genesis version that preceded it. It has the same seven events, and up to four players can compete.

Several minor annoyances in the Genesis version have been eliminated, and the Game Gear graphics

are crisp, colorful, and clear.

There are lots of hidden gems in this beautifully designed game. For example, national anthems and languages change depending on which country you choose to represent. Hats off to U.S. Gold—they've gone the extra mile to make this great game.

Out Run Genesis/Sega of America

The Genesis version of *Out Run* plays, looks, and feels just like the classic arcade game. You're behind the wheel of that little red convertible, burning rubber as you haul along the asphalt.

Don't expect a lot of snipers, oil slicks, mines, and the like. This game concentrates on speed and your abil-



ity to handle the car at maximum RPMs. The scenery is varied—beach, sunset, desert, mountain—but you won't have much time to admire the landscape. You'll be too busy keeping yourself between the ditches to do any sightseeing.

Pat Riley Basketball

Genesis/Sega of America

Pat Riley Basketball was among the titles in the first generation of Genesis sports games. It showed off the Genesis system's colorful graphics and speed very well. And now, it's been re-released as one of the new Sega Classic series of games, priced at \$29.95.

Even though there are better

roundball games available for Genesis, *Pat Riley Basketball* is still a lot of fun—with limitations. Visually, the game is strongest under the basket. When an offensive player gets near the hoop, the view changes to a closeup of the player as he goes in for the dunk.



PGA Tour Golf Genesis/Electronic Arts



As the title suggests, *PGA Tour Golf* is your chance to compete on the professional tour — there are three real PGA courses and one fictional course.

The game is handled as if it's being televised, and an announcer pops up with tourney updates from time to time. Also, famous golfers give tips for each hole, and instant

replay is available to review your outstanding shots.

If you've played any other golf video games, you should be able to jump right into *PGA Tour Golf*. And if you're a golf fan, you'll want to have this **cart** in your library.

Phantasy Star II Genesis/Sega of America

One of the first role-playing titles to debut for the Genesis was *Phantasy Star II*, an eagerly awaited sequel to the MasterSystem hit *Phantasy Star*.

The Genesis game returns you to the Algol star system of the original 8-bit cart, but a millennium has passed and a crisis has arisen. The massive computer system that con-

trols the Algol system is breaking down, and you must get to the bottom of the situation.

Phantasy Star II offers a large world to explore and a good story line. Not as sprawling as some later Genesis role-playing games, but there's still plenty of adventure here.



Phantasy Star III Genesis/Sega of America

Phantasy Star III is a much larger role-playing game than the first two *Phantasy Star* adventures. The game is so large, in fact, that no one character can see the entire game through. You'll play through three generations, in which your characters will eventually marry, grow



old, and die. Events in each game will vary depending on whom you marry, so you can play over and over with different routes each time.

Phantasy Star III offers a lot to like. And once you finish the game, you'll finally find out what happened to the cast of *Phantasy Star II*!

Phelios Genesis/Namco

Phelios, one of the early shooters for the Genesis, takes the traditional vertically scrolling action game, transforms it with excellent graphics and sound, and tosses in an overlay of Greek mythology.

The colorful, detailed graphics put *Phelios* a cut above most of the other shooters in the first generation of Genesis games. Even though there are better shooters today, this game is still a lot of fun.



Buyer's GUIDE

Pit-Fighter Genesis/Tengen

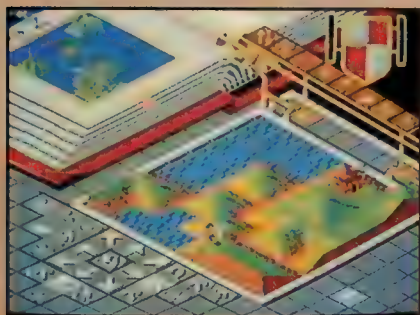
With the same digitized graphics and sounds that made *Pit-Fighter* such a hit in the arcades, the Genesis version gives you the chance to take on some of the most vicious, backstabbing adversaries you've ever seen. The characters are actual digitized images of real people. And there are a host of ugly, brutal, digi-



tized opponents as you fight toe to toe in a grungy urban warehouse.

The game is full of jump kicks, head butts, body slams, piledrivers, and stomach punches. So leave the rules at the door, and prepare to get pounded.

Populous Genesis/Electronic Arts



The concept of this delightful strategy game is simple: Two opposing gods — representing good and evil — are trying to help their mortal followers dominate the world. As the god of the good people, you exercise various powers to improve the lives of your subjects and hinder the progress of their enemies.

For example, raise and lower land to provide areas suitable for settlement or cook up a few natural disasters, such as volcanoes and floods, to shake things up. Although you can't directly control the actions of your people, you help them by influencing their behavior and weakening the evil people.

Powerball Genesis/Namco

Combine soccer, roller derby, and kick boxing, and the result is *Powerball*. Two 11-member teams try to maneuver a ball down the field and past opposing goalies. But you can do things to your opponents that might lead to prison time in the real world.

The armored athletes look like they just stepped from the *Rollerball*

movie set. And *Powerball's* top-down playing view means that the screen is constantly in motion.

Whether you battle the Genesis machine or a friend, *Powerball's* blend of body checks, passing and positioning, and continuous running is enough to get anyone's adrenaline pumping.



QuackShot Starring Donald Duck Genesis/Sega of America



This is another great adaptation of a classic Disney character, and a welcome addition to Sega's line of games for the entire family. The characters and animation will appeal to youngsters, but there's challenge enough even for experienced gamers. The only criticism might be that certain sections of the game

will be too difficult for some younger players.

The graphics are top-notch, the game notably nonviolent, and the action is always interesting. Plan on adding this excellent action game to your library of Genesis games.

Rambo 3 Genesis/Sega of America

Based on the hit movie, *Rambo III* follows John Rambo's adventures in Afghanistan, where he's gone to rescue a friend.

This is a military shooter that generally follows the action of the film. You'll guide Rambo in his use of guns, bombs, and bow and arrow. There are prisoners to free, a

secret agent to rescue, and nonstop fighting before you finally reach your friend.

But you'll also need to use strategy in order to get past locked doors, walls, attack helicopters, tanks, and the like. This is definitely an action adventure that keeps Genesis owners on their toes.



Rampart Genesis/Tengen



Rampart is based on a simple premise—you're given a castle to defend against a fleet of warships (in one-player mode) or a neighboring castle (in two-player mode). You fire away at the enemy, repair your castle walls, and then do it all again. But the secret is in where you place your guns, how quickly you rebuild your walls, and

how good your aim is.

There are plenty of games for the Genesis with better graphics and sound effects, but *Rampart's* masterful blend of action and strategy makes it the kind of game you can enjoy over and over again, especially in two-player mode.

R.B.I. Baseball 4 Genesis/Tengen

The *R.B.I. Baseball* series is one of the most successful sports series in the history of video games. And Tengen has achieved this, in part, because of its Major League Players Association (MLPA) license that allows the use of the names and stats of members of the MLPA. This adds that all-important realism for baseball fans.

The new Genesis version, *R.B.I. Baseball 4*, continues that tradition, and is also an excellent game, with gorgeous graphics, great sound effects, and plenty of bells and whistles.

This is a definite pennant contender in the world of Genesis baseball games.



Revenge of Drancon Game Gear/Sega of America

Anyone familiar with the Sega Master System classic *Wonder Boy* will recognize *Revenge of Drancon*. In fact, *Wonder Boy* was the inspiration for games on several different systems, including the first *Adventure Island* title for NES and the latest *Wonder Boy* adventure, *Wonder Boy in Monster World* for Genesis.



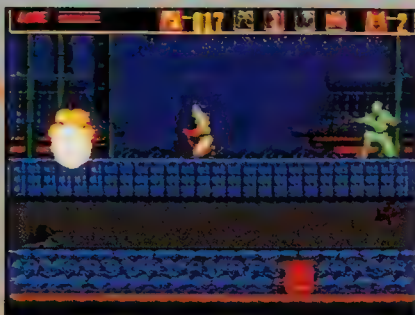
Although *Wonder Boy*, and thus *Revenge of Drancon*, has been around for a while, it's still a lot of fun. And it works very well on Game Gear. It's colorful, it has big, recognizable characters, and it's just tough enough to keep you playing for hours.

Buyer's GUIDE

The Revenge of Shinobi Genesis/Sega of America

Although *The Revenge of Shinobi* was one of the very first games released for the Genesis system, it's still one of the best! With beautiful graphics, enormous bosses, and all the challenge you can ask for in a game, *Revenge of Shinobi* truly deserves to be called a classic.

You play as Joe Musashi, a stu-



dent of ninjitsu whose teacher is killed by the evil gang Neo Zeed. Musashi resolves to avenge his teacher, and begins tracking Neo Zeed around the world.

This is one title *every* Genesis owner should have, and it's been re-released as one of Sega's \$29.95 "Sega Classic" series.

Road Rash II Genesis/Electronic Arts

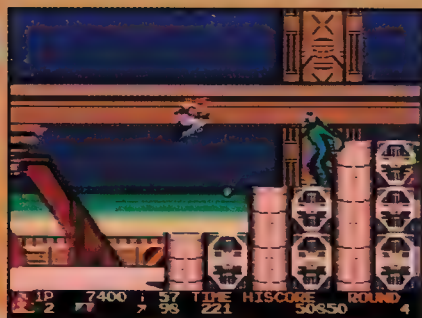
Road Rash II is the sequel to one of the greatest video game racing carts ever plugged into a console. You pilot a high-powered motorcycle against 14 other bikers, racing across scenic stretches of public road. Forget sportsmanship — other racers will try to club you and kick you, and you can do the same to them.

There are several new motor-

cycles to choose from, including nitro-powered dragsters that'll leave your head spinning. Each bike handles differently, but they all feel like real motorcycles. And when you eat the back-end of a car and flip over your handlebars, you'll notice that the pavement feels realistic, too!



Rolling Thunder 2 Genesis/Namco



There's no shortage of good arcade adventures for the Genesis, but this Namco game manages to stand out from the crowd. Everything in *Rolling Thunder 2* — from the sharp, colorful graphics to the hot musical soundtrack — has been done right.

Winner of a 1991 Game Players Award for Best Arcade Game, *Roll-*

ing Thunder 2 features one- or two-player action — with either a male or female secret agent.

This is a very challenging game, but it's a kind of challenge that always leaves you ready for one more round.

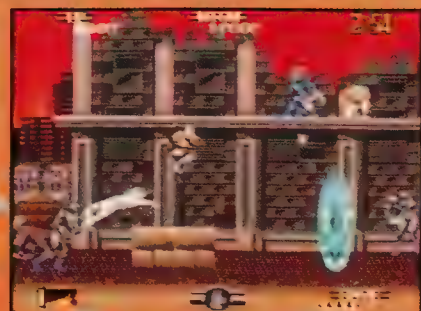
Shadow Dancer: The Secret of Shinobi

Genesis/Sega of America

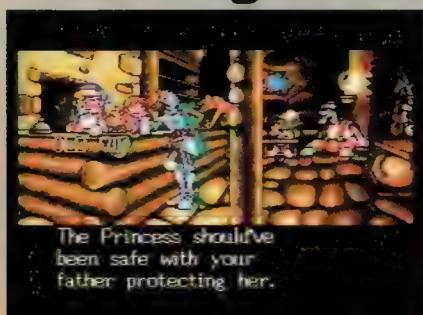
Following on the heels of the popular action-adventure, *The Revenge of Shinobi*, Sega released *Shadow Dancer*, which again features the fighting ninja Joe Musashi, known as the Shinobi. Musashi must once again avenge the death of a friend by eliminating a powerful terrorist organization, the Union Lizard.

As with the earlier game, *Shadow Dancer* features excellent graphics, and large bosses.

Shadow Dancer has been re-released as one of the Sega Classics, and has a suggested retail price of \$29.95. That's a great deal for a game with this much action.



Shining in the Darkness Genesis/Sega of America



Shining in the Darkness leads you on an exciting and often dangerous adventure to rescue the beloved Princess Jessa of Thornwood. You control a party of three characters as you undertake the Four Trials of the Ancients — Strength, Courage, Truth, and Wisdom.

This is an excellent role-playing adventure, with some of the best graphics seen on the Genesis for this type of game. Characters are well developed, and the game is loaded with challenges even for experienced players.

Shinobi II Game Gear/Sega of America

The first *Shinobi* for Game Gear was amazing because it looked so much like a Genesis game. Now comes *Shinobi II* — and Game Gear has never looked better.

Although the Master System and Game Gear are essentially the same machines, *Shinobi II* looks nothing like the old Master System *Shinobi*.

The characters are more realistic and well-defined, and the backgrounds are detailed and colorful.

But even more important, *Shinobi II* is great fun. The action is fast-paced and always changing, making for some of the best Game Gear excitement around.



Side Pocket Genesis/Data East

Side Pocket is a great billiards game for the Sega Genesis. It demands all of the skill, finesse, and luck that the real game does.

In the one-player mode you play in tournaments from coast to coast, ultimately reaching Atlantic City. In the two-player game you can choose



between straight pool or 9-ball. There's also a special trick-shot game.

Side Pocket is very well designed, and a lot of fun — especially in the two-player mode. It's a great change of pace from saving princesses.

Slime World Genesis/Renovation

Slime World debuted on the Lynx handheld system, and gained a reputation as one of the best Lynx titles around. As Todd, a hapless explorer stranded on the dangerous and ooze-covered Slime World, you have to fight, think, and explore your way back to your space ship.

You can play *Slime World* on a



number of different levels, from an arcade mode that'll challenge your trigger finger to a strategy game in which your only weapon is your own ingenuity. These different playing modes give *Slime World* the appeal of a number of gaming genres, and ensure that you'll never tire of playing.

Buyer's GUIDE

Sonic the Hedgehog 2 Genesis/Sega of America



The video game hit of the year, *Sonic 2* has gamers talking all over the world. With a cool new sidekick, Tails, and bigger stages throughout the game, *Sonic 2* delivers everything fans of the original could ask for — but in double portions!

Sonic is up against his old nemesis Dr. Robotnik again, and this time he'll have to fight his way through

some of the toughest levels you've ever seen. There are some new enemies, too, and they'll test your gaming prowess every step of the way.

Hot new scrolling techniques, a two-player split-screen mode, and even faster action round out this super new cart.

Sonic the Hedgehog 2 Game Gear/Sega of America

When the designers at Sega went to work on a Game Gear version of *Sonic the Hedgehog 2*, they created an all-new adventure, intended to make the most of the Game Gear's impressive — and unique — capabilities.

In the Game Gear *Sonic 2*, Sonic's little buddy Tails has been kidnapped

by the heinous Dr. Robotnik. So Sonic must leap, spin, and speed his way toward Robotnik's hideout to rescue his friend. He even breaks out his hang-glider and takes the action to the skies! *Sonic 2* is just one more reason you'll be glad you own a Game Gear.



Speedball 2 Genesis/Arena



Arena's first Genesis title, *Speedball 2*, immediately established the company as a force to be reckoned with. *Speedball* is a quick and brutal game of violent action, a combination of team handball and Rollerball. Two teams play in a walled arena, each trying to hurl a steel ball into the other team's goal.

The graphics and sound effects are all very effective, and really convey the brutal force of this tough sport. Rounding out the game are nice touches like password saves, instant replays, and stretcher-bearers to carry away fallen players. If you like your sports tough and lightning-fast, you'll love *Speedball 2*.

Spider-Man vs. The Kingpin Game Gear/Flying Edge

Everyone's favorite friendly neighborhood Spider-Man debuts on Game Gear, and once again he's pitted against his arch-enemy, The Kingpin. Spidey'll also have to deal with Doc Ock, Electro, the Lizard, and many others.

Each villain reigns over his own stylized level, and each requires you

to push the Webslinger's powers to their max. You've got to stop the Kingpin before the entire city is laid to waste.

This Game Gear cart looks almost as good as the Genesis original — just another testament to the Game Gear's amazing capabilities!



Spider-Man vs. The Kingpin



In Spidey's first video-game adventure, the diabolical Kingpin has our beloved wall-crawler, and all of New York City, trapped in a corner. He's threatening to blow up the city with his deadly Ultimate Bomb unless he and his vile cohorts — Dr. Octopus, the Lizard, Electro, Sandman, the Hobgoblin, and the lunatic known

Genesis/Sega of America

as Venom — are given complete and total control of New York.

Spider-Man will need all of his famed super-powers to combat the Kingpin's legion of evil — including his danger-warning Spider-Sense, his uncanny wall-crawling ability, and his hi-tech Web-Shooters.

Splatterhouse 2

Genesis/Namco

It's late at night. There's no one at home. It's just you, your Sega Genesis, and *Splatterhouse 2*. Get ready for the ultimate video game horror!

As the unlikely hero Rick, you'll don the mysterious mask of power once more to save your beloved Jennifer from the slimy clutches of the supernatural. You'll wade your

way through eight levels of unmatched video horror, while fending off the grotesque, the gory, and the flat-out gross.

Your arsenal includes everything from lead pipes to chain saws, and even the bones of your enemies!



Sports Talk Baseball

Genesis/Sega of America

In this game, endorsed by the official Major League Baseball Player's Association, Sega's managed to pack almost every Major League Baseball player from the '91 season into one cart. And in most cases, Sega kept up with last winter's trades so that each team's roster also matches the '92 season!

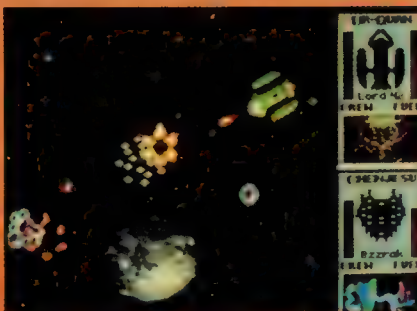


And, of course, there's Sega's Sports Talk feature. An announcer with a vocabulary of hundreds of words and phrases calls the action on every play, adding realism.

Star Control

Genesis/Accolade

In *Star Control*, you join the action as the battle between the Ur-Quan and the Alliance of Free Stars (of which Earth is a part) starts heating up. You can pilot any of 14 different starships, battling either a single enemy or pitting entire fleets against one another. You can also play any of the game's strategic scenarios.



Each race on both sides of this war are unique and interesting, and their ships all have different strengths and weaknesses. Add great graphics and digitized sound, and *Star Control* emerges as one of the best Genesis games around.

Buyer's GUIDE

Starflight Genesis/Electronic Arts



Things aren't going well on New Arth, humanity's new homeworld. A cataclysmic nuclear fire is working its way toward the planet. No one knows what's causing the disaster. That's where you come in.

It's up to you and your trusty crew to search the galaxy for clues. You'll orbit planet after planet, contact eight different alien races, and

find ancient ruins that may hold the answers you're looking for.

Starflight is an enormous game, with hundreds of star systems and planets to explore. As you move through the adventure, you'll really feel like you're exploring an entire galaxy!

Streets of Rage Genesis/Sega of America

In the original Sega slugfest, you control Adam Hunter, Axel Stone, or Blaze Fielding in a hand-to-hand war against the underworld. Each character has his or her own unique set of bone-crushing attacks for you to master, in one or two-player simultaneous action.

While the game play is very simi-

lar to punch n' kick classics like *Double Dragon*, *Streets of Rage* sets new standards with its wide assortment of moves and hot 16-bit graphics. The music is well done, too — cool, urban rap and dance beats replace the all-too-familiar beep and whistle of most games.



Streets of Rage 2 Genesis/Sega of America



Everyone's favorite head bangers Axel and Blaze are back for more intense street-fighting action in *Streets of Rage 2*. This sequel to Sega's original smash hit introduces players to Adam's nephew, Wheels, and his Pro-Wrestling pal as they once again go up against the notorious Mister X and his evil crime syndicate. The graphics are much larger

and more detailed than before, and each of the fighters have more deadly moves in their arsenal than ever! Super-realistic street sounds help to give the game a grungy, urban feel, and new features include the ability to pick up motorcycles and hurl them through the air!

Strider Genesis/Sega of America

Strider was an arcade smash long before it rocked Genesis. In fact, it was such a huge hit that almost every game system had its own version — but only Sega's remained faithful to its coin-op predecessor.

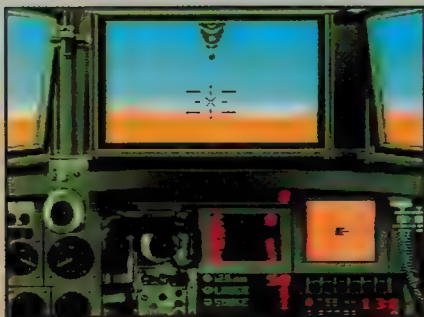
You are a Strider — a human fighting machine armed with a le-

thal energy blade. Your mission is to infiltrate the enemy's headquarters and destroy it. Your quest will take you through level after level of beautifully scrolling graphics, huge boss characters, and awesome power-ups.

A great Genesis action game!



Super Battle Tank Genesis/Absolute



Right out of the pages of recent history, *Super Battle Tank* puts you in the heart of Operation Desert Storm! You command the awesome military might of the famed M1A1 Battle Tank — one of America's best weapons during the war. You'll have some of today's most advanced armaments at your fingertips, including smoke

grenades, 7.62mm machine guns, and laser-guided 120mm armor-piercing shells.

Sound like you might be a little overdressed for the party? Don't bet on it! The enemy has its own deadly arsenal — Mi-24 HIND helicopters, T-62 tanks — and don't forget the dreaded SCUD missiles.

Super High Impact Genesis/Arena

You've watched it on TV, played it with your friends, and maybe even seen it in person, but you've never felt football like this before!

Super High Impact isn't for fans who love the coaching element of football. There aren't too many plays or options to choose from. But what the game lacks in strategy it more

than makes up for with all-out, bone-jarring action. Some of the hits are so hard, you can almost feel them right in your living room!

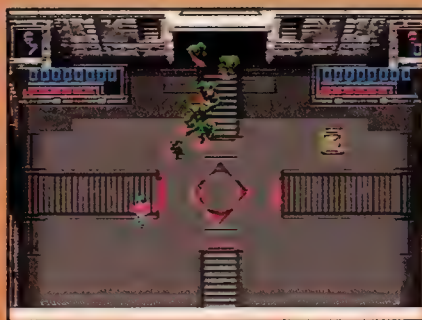
The game is also loaded with cool digitized graphics, making it one of the best-looking football games around.



Super Smash TV Genesis/Flying Edge

Are you the type of player that prefers fast-paced action to slow, boring strategy? If so, then get ready for the ride of your life. *Super Smash TV* is 100 percent pure adrenalin. There's no time for thinking through strategies. You've got to move, and keep moving!

That's right, sports fans, you'll mow down wave after wave of mutant freaks for the chance to win fabulous



prizes, like a toaster oven! Or a VCR! Or even a brand-new car! Sound too good to be true? That's probably because we haven't mentioned the penalty for losing. But we won't bore you with the technicalities — let's just say you'll be a lot healthier if you win.

Don't expect to beat this game in a few hours. *Super Smash TV* is a thrill-a-minute ride, sure to challenge even the quickest reflexes.

Super Off-Road Game Gear/Virgin

It took this coin-op classic a while to come home to video game systems, but when it did show up it arrived in a very big way! With *Super Off-Road* for Game Gear, fans can now take the thrill of off-road racing with them wherever they go!

The top-down perspective works well on the Game Gear, thanks to



especially crisp graphics. This version of *Super Off-Road* looks as good as any we've seen!

Buyer's GUIDE

Sword of Vermilion Genesis/Sega of America



Sword of Vermilion is one of the more popular role-playing games for the Genesis, partly because of its unique blend of traditional RPG style with hard-hitting action sequences that put you right in the heat of battle. While the game doesn't win any awards for its "save the land from an evil tyrant" storyline, it does have big, beautiful graphics that make most other RPGs

pale in comparison.

Sword of Vermilion is the perfect game for people who usually don't like the turn-based combat systems in many role-players. The combat is arcade-style, and moves at a much quicker pace than the combat in more traditional games. But all the elements that go into a good RPG are still there.

Taz-Mania Genesis/Sega of America

Taz-Mania is one of the latest successes from the folks at Sega. It stars the lovably uncontrollable Taz, a Tasmanian Devil who first gained popularity opposite Bugs Bunny in classic Warner Bros. Looney Tunes.

But now he's moved into the spotlight himself, with his own TV show and Genesis game. The story

begins when Pop, the eldest Tasmanian Devil, tells Taz an old story about an enormous seabird's egg. "Egg" was all that Taz needed to hear. His growling stomach shot him out into the jungle like a rocket, looking for that great big egg. One of the best-looking games of the year!



Technocop Genesis/Razorsoft



When the system fails and evil men are allowed to walk free, there's only one option left — *Technocop*. Armed with gadgets so high-tech they boggle the imagination, *Technocop* takes the law into his own hands. His brand of justice isn't always pretty, but it gets the job done. For instance, most normal patrolmen don't carry

a .95 caliber AutoMag pistol. And it takes a special breed of cop to use explosive rounds designed to detonate once they've penetrated human flesh.

Tecmo World Cup Genesis/Atlus

All the excitement of international soccer competition is right here in Atlus' *Tecmo World Cup* soccer. You'll play against 24 of the world's top-ranked teams in a bid for the ultimate in soccer grandeur — the Tecmo Cup.

Every soccer player in the world grows up dreaming of the chance to

someday play for the Tecmo Cup, and each one of them will tell you that the road to victory isn't easy. In fact, *Tecmo World Cup* is one of the more challenging soccer games available — and that means only soccer pros need apply.



Teenage Mutant Ninja Turtles: The Hyperstone Heist

Genesis/Konami



Teenage Mutant Ninja Turtles: The Hyperstone Heist is one of the best-looking Turtles games on any system. Konami didn't cut any corners in developing this title. The characters are big and bold, and move as smoothly as you've ever seen them. And the Genesis game doesn't have the problems with flicker and tear that have plagued the SNES *Turtles*.

If *Teenage Mutant Ninja Turtles: The Hyperstone Heist* is any indication, Genesis fans are in for a lot of good gaming, thanks to Konami.

Terminator 2

Genesis/Arena

The first Terminator was sent from the future to find and destroy Sarah Conner, before she could give birth to John, who would grow up to become Skynet's worst threat. In case it failed, a second, more advanced Terminator was sent to our time to eliminate John while he was still a boy. But they didn't count on the rebel-

lion sending back a Terminator of their own — a protector.

And so the stage is set for one of the biggest movies, and video games, of all time. In this conversion of the arcade game, you'll blast away at oncoming enemies of every type. Use the new Menacer for even more fun!



Terminator

Game Gear/Virgin

You control Kyle Reese, a soldier from the future who fights in the rebellion against Skynet's machines in this hot title based on the classic sci-fi action/thriller. The Rebellion has just learned of Skynet's desperate strategy to send a Terminator back in time to prevent the birth of the rebellion's leader, John Conner. It's your job to follow him back and

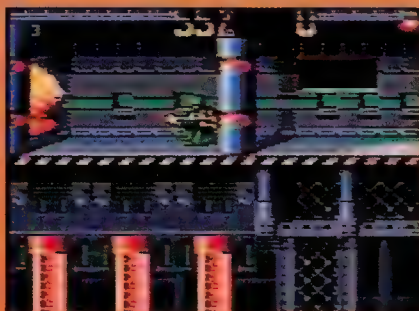


stop him — any way you can. It's not going to be easy — Terminators were hard enough to destroy in the future, and now that you're in the past, you'll have to make do with inferior weapons. Good luck. Mankind's future is riding on you!

Terminator

Genesis/Virgin

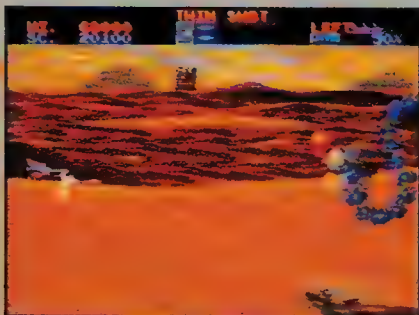
Virgin's cooked up even more Terminator action for the Genesis! You're Kyle Reese, a freedom-fighter from the future. Your mission is to follow the Terminator back through time, where it plans to kill Sarah Conner, the woman who eventually gives birth to the rebellion's leader. Each level is based on a part of the hit movie, and the tense Terminator



theme music has been faithfully translated! The game also employs grim, dark graphics. It's going to be one long, hard battle without your high-tech weapons from the future, but you must press on, for the sake of the human race!

Buyer's GUIDE

Thunderforce 3 Genesis/Technosoft



Genesis veterans will recall that the original *Thunder Force II* was among the first batch of games released when the system was originally launched. It was at the forefront of the industry, breaking new ground with colorful 16-bit graphics, multi-layered backgrounds, and intense gameplay.

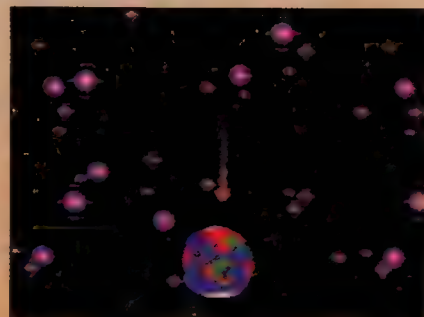
Technosoft's *Thunder Force III*

carries on that tradition. Giving up the overhead view that was used in some of the levels in *TF II*, this new version concentrates solely on the side-scrolling perspective. *TF III* really outdoes itself, with monsters so huge they fill the entire screen! A must for any shooter fan.

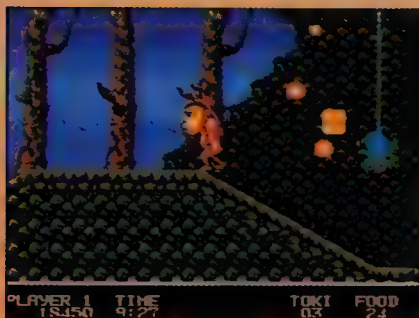
Toejam and Earl Genesis/Sega of America

Designed with an American audience in mind, *Toejam and Earl* uses modern rap and dance beats instead of the normal "happy song" soundtrack that most other games are stuck with. The game also employs a large number of sampled sound effects, with everything from Toejam's "la, la, la" to Earl's super-gross belch.

Toejam and Earl are natives of the planet Funkotron, and they crash-land on a planet filled with insane inhabitants — Earth! The object of the game is to find the missing pieces of the duo's spaceship so that they can return to their own planet.



Toki: Going Ape Spit Genesis/Sega of America



Toki is having a bad, bad day. First an evil wizard was terrorizing the land, then he kidnapped Toki's girlfriend. To top it all off, the wizard turned Toki into an ape! The wizard must have mixed up something in his spell though, because Toki also has the uncanny ability to literally spit fireballs!

Only by defeating the wizard can Toki break the wizard's spell, become human again, and free the land from tyranny.

Toki's good graphics and great game play remain loyal to its coin-op predecessor.

Tommy Lasorda Baseball Genesis/Sega of America Classic

Tommy Lasorda Baseball, the first Genesis baseball game, is now being sold as a Sega Classic — and that means a new, low price of \$29.95. That's reason enough to recommend it.

Even though it was the first 16-bit baseball game, many players still prefer *Tommy Lasorda* because of its

ground-breaking graphics and superior game play. Despite its age, it's better than some more recent baseball titles. There are plenty of teams to choose from, and you'll get to go head to head against all of them in the tournament mode. If you haven't had a chance to play *TLB*, check it out.



Tyrants Genesis/Virgin Games



When we reviewed this PC-to-Genesis game in our last issue, it was still called *Mega-Lo-Mania*. Virgin has changed the name to *Tyrants*, but the game remains the same.

In *Tyrants*, you play as one of four all-powerful dictators, and your task is to destroy your rivals and lead your people from 9500 B.C. to

the space-age. The game proceeds in epochs, each with three island continents up for grabs. You and your rival tyrants stake out a base on each continent, then battle until there's only one of you left. *Tyrants* is an exciting, well-designed strategy game.

Ultimate Qix Genesis/Taito

For those of you who may have missed out on the original, here's what *Qix* is all about. You control a spaceship that has the ability to block off parts of the screen by leaving a trail of thin laserwire wherever you go. But there are enemies darting around the screen, too. If one of them touches you, you'll explode.

But while the original *Qix* was just lines and flashes of light on a black background, *Ultimate Qix* is full of huge, scaling monsters and colorful backgrounds—not to mention great sound effects and music. The result is such a thorough facelift that *Ultimate Qix* seems like a whole new game.



Uncharted Waters Genesis/Koei

Koei's *Uncharted Waters* is a different kind of role-playing game. You play as a Portuguese merchant in the 1500s—a time when much of the world was unexplored. You'll get rich trading spices and other goods between ports, and gain fame and respect by setting out on long journeys into the unknown.

After you've amassed your for-



tune, the kings of neighboring countries will begin asking favors of you. Your ultimate goal is to marry the princess of Portugal and become a monarch yourself. Even if you're one of those gamers who doesn't usually play RPGs, give this one a try. It's a breath of fresh air that exercises your brain as well as your brawn.

Warrior of Rome II Genesis/Bignet

Bignet's *Warrior of Rome II* is real-time war simulation game that lets you command the armies of one of history's most important military figures—Julius Caesar.

As Caesar, you must win 15 battles, each on increasingly complicated battlefields and against ever-stronger opponents. If you succeed,

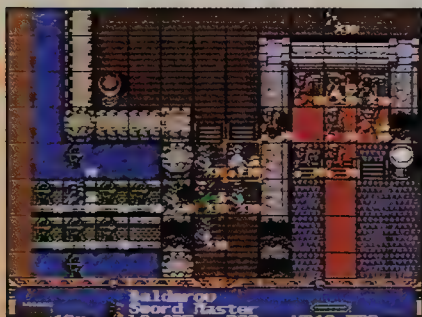


you not only put down rebellion within the Empire, but you also triumph over your enemies in the Roman Senate.

Warrior of Rome II uses a windows-like interface, and presents the battlefield action with big, bold graphics.

Buyer's GUIDE

Warsong Genesis/Treco



Another combat simulation, *Warsong* blends the best elements of a quest game and a strategy game into a big, handsome package. Each of the game's 20 battle scenarios offers large, interesting battlefields with a great variety of terrain and buildings.

Warsong plays on a chessboard grid. Game play is very smooth, with a lot of exciting "feedback" during

the battles. Each scenario has been designed to offer you different challenges, so that the game doesn't become too repetitive. *Warsong* is a great game that should be on every strategist's list.

Where in Time is Carmen Sandiego?

Genesis/Electronic Arts

From the award-winning PC series comes *Where in Time is Carmen Sandiego?* All four *Carmen Sandiego* games are used in schools nationwide as learning tools, and for just plain fun at home.

In this first Genesis installment, Carmen and her gang of crooks have somehow managed to escape the law by going back in time. Now they're

wreaking havoc with the future by messing up the past! Using your trusty Chronoskimmer, your job is to go back in time and apprehend her before she causes any more trouble.

Carmen Sandiego is a lot of fun, and you'll learn plenty of history without really even trying.



Wimbledon Tennis Game Gear/Sega of America



Wimbledon Tennis for Game Gear holds its own against much bigger contenders. It has all of the features that you'd expect in a game for a home system—a tournament mode, three different court types, doubles play, and more! You can even link two Game Gears together for head to head competition.

Gameplay is surprisingly smooth. The players move very quickly, and the ball is clearly visible at all times. While other portable game systems may have to settle for watered-down versions of popular games, *Wimbledon Tennis* proves that Game Gear doesn't have to cut corners.

Wonder Boy in Monster World Genesis/Sega of America

His name is Shion. But most people know him as Wonder Boy.

In *Wonder Boy in Monster World*, you'll travel all over Monster World as you try to rid the land of a new plague of monsters. You'll roam from the bottom of the sea to the burning sands of the Maugham desert, from the deepest jungles to the heart of a

volcano. And every stage of your journey holds new surprises.

Wonder Boy in Monster World remains true to the high standards set by its predecessors, with large, colorful graphics and involved game play. It's just challenging enough for experienced gamers, but not too overwhelming for beginners.



WWF Super Wrestlemania

What are you gonna do when WWF Super Wrestlemania runs wild on YOU? Hulk Hogan, the Ultimate Warrior, Randy the Macho Man Savage and more — today's hottest wrestlers are all here in the first-ever professional wrestling game for Genesis!

Sega players everywhere have been begging for a 16-bit wrestling

game, and Flying Edge is finally giving it to us in a big way! WWF Super Wrestlemania offers a huge number of wrestlers to choose from for either singles, tag-team, or even Survivor Series competition. You'll fight in the ring and out of the ring in this no-holds-barred clash of the titans!

Genesis/Flying Edge



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Absolute	BC
American Stealth Chair	72
Acclaim	11, 19, 31, IBC
Data East	IFC, 15
Funco	41
Konami	5-7, 20-21
Marketplace	72
Richwide Technologies	29
Renovation	39
Sony Imagesoft	1, 3
Toys 'R' Us	27
Tradewest	12-13
Virgin Games	25, 35
Game Players	
Sega Guidel subscription	17
Reader's Choice Awards	37



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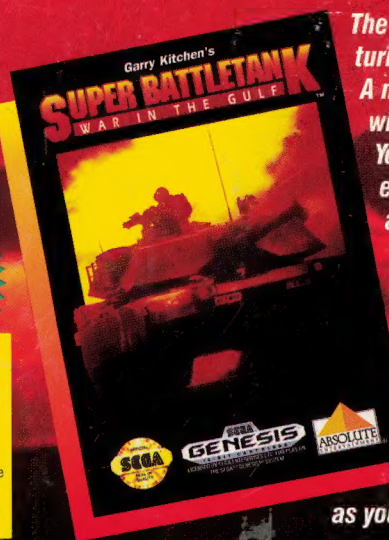
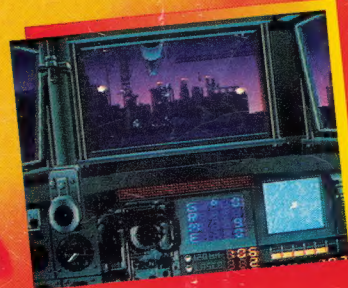
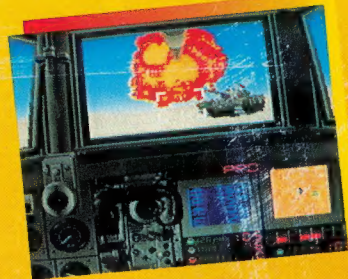
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